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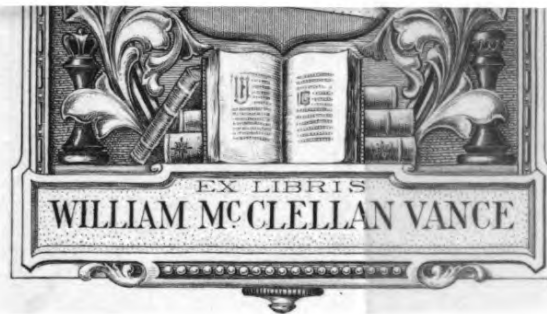
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MORPHY'S GAMES OF CHESS

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Paul Morphy.

LONDON

BELL AND SONS LTD.

1916



John Hay

Paul Morphy

MORPHY'S GAMES OF CHESS

BEING A SELECTION OF
THREE HUNDRED
OF HIS GAMES

WITH ANNOTATIONS AND A
BIOGRAPHICAL INTRODUCTION
BY PHILIP W. SERGEANT



LONDON
G. BELL AND SONS LTD.
1916

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PREFACE

It was for many years my ambition to produce a new edition of Morphy's Games of Chess in the English language; and finding Messrs. G. Bell and Sons Ltd., publishers of the English work on the subject which has held the field for fifty-five years, ready to consider the suggestion, I have this year been able to gratify my desire.

In presenting Morphy again to the chess public, two plans might have been adopted. One was merely to re-edit Löwenthal. The other was to give the four hundred surviving games of Morphy in their entirety. A middle course has been chosen, in accordance with the advice of the publishers and with my own views also, namely that of selecting three hundred games out of the four hundred. By this means it has been possible at once to keep the size of the book within the necessary bounds and to devote a reasonable amount of space to the notes. As it is, the volume now contains one-third as many games again as Löwenthal's collection, having all Morphy's tournament, match, and exhibition games, most of his casual games on level terms, and far more odds games than Löwenthal could find room for. Very few of the games in the earlier collection have been omitted, for the sufficient reason that Morphy himself superintended their choice then.

In the annotation of the games I have made full use of all the recognized authorities in my possession or within my reach, including the books of Löwenthal, Lange, and Maroczy, and the scattered criticisms of Zukertort, Steinitz, Lasker, etc. Where I have been able to trace the original source of an important note, I have usually acknowledged it; but the habit of so many analysts of borrowing without acknowledgment makes it impossible to do this in many cases. In such of the annotations as I am myself responsible for, I

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have, whenever doubtful, sought the advice of friends at the City of London Chess Club, who have shown the characteristic generosity of all true chess-players by spending their time over work which can bring them no personal profit.

The Biography may be called new, in so far as it brings together for the first time, as far as I am aware, a great quantity of material from all quarters, and attempts to weld it into a whole.

I have great pleasure in acknowledging my indebtedness, first of all, to the aforesaid members of the City of London Chess Club, whose names are too numerous to mention individually; to Mr. Walter Russell, secretary of the Club, for allowing me full use of its library; to Dr. Schumer and Mr. W. H. Watts for access to their valuable collections; to Mr. John Watkinson for information on various points; to the editors of the *American Chess Bulletin* for courteous assistance in procuring material not to be got on this side of the Atlantic; to Mr. J. Du Mont, who read the book in manuscript; and to Messrs. J. H. White and Brian Harley for kind assistance in reading the proofs.

The works which have been of the greatest use to me are all mentioned in the List of Authorities, to which may be added the files of the *British Chess Magazine*, *Chess Monthly*, *La Stratégie*, *American Chess Monthly*, *American Chess Bulletin*, etc.

I have also to acknowledge my gratitude to the editor of the *Reading Observer*, for the loan of the photograph from which the frontispiece is taken.

PHILIP W. SERGEANT.

October 1915.

[A short note on my predecessor, on whose work the present book is primarily based, may be of interest :

✠Johann Jakob Löwenthal was born at Budapest in 1810, being of Jewish extraction, as his name indicates. Of his early life nothing is known. He was by 1842 a sufficiently good chess-player to be selected as one of the Budapest team to conduct the great correspondence match against Paris in

that and the following years. Taking part in the Hungarian struggle for independence, he was compelled to leave Hungary in 1849 and went to the United States, where he first made the acquaintance of the boy, Paul Morphy, then the infant-phenomenon of New Orleans. In 1851 Löwenthal came to England and was naturalized. He played in the great London tournament of 1851, being knocked out by Williams in the first round. In the same year he played a match with Anderssen, who won by 5—1. At the B.C.A. meeting at Manchester in 1857, however, Löwenthal took the first prize, over Boden, Anderssen, Harrwitz, etc. In the meantime he had become a well-known and popular player in London chess circles and was patronized by Staunton, though the latter could never forgive him for losing a match to Harrwitz after the score had stood 9—2 in his favour. Löwenthal now became editor of the *Era* and *Illustrated News of the World* chess-columns and founded the St. James's Chess Club. In 1858 he played his match with Morphy, and in the same year won first prize at the B.C.A. meeting at Birmingham, over Falkbeer, Staunton, St. Amant, Owen, etc. After this Löwenthal only took part in one important tournament, that of London in 1862, where he did not succeed in winning a prize. He died at St. Leonards on July 20, 1876.

In some notes on chess and chess-players which he left behind him at his death, Augustus Mongredien speaks of Löwenthal living "for chess, and unfortunately almost entirely by chess." This was true, but not in the sense that Löwenthal was a shilling-a-game man. He lived by his editorial and organizing labours—which is as much as to say, none too well. As a player he was unequal and subject to periods of languor, when his chess was almost feeble. He was an able analyst, his permanent contributions to chess-literature being "Morphy's Games of Chess," 1860, and "The Chess Congress of 1862." In private life he was amiable and amusing.

He had an unbounded admiration for Morphy and espoused his cause vigorously in the controversy arising out of Staunton's final refusal to play him a match.]

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BIOGRAPHY

PAUL CHARLES MORPHY, "the pride and the sorrow of chess," was born on June 22, 1837, in the city of New Orleans, being a son of Judge Alonzo Morphy, of the High Court of Louisiana. It was towards the end of the eighteenth century that the founder of the American family of Morphy, Paul's grandfather, left Madrid and emigrated to the United States. As Löwen-thal remarks, the name Morphy does not sound like a Spanish patronymic, but rather suggests a name not at all unusual in Ireland. There is, however, no evidence to warrant us in tracing the family to an earlier than the Spanish origin, and they seem to have regarded themselves as of Latin race. The first American Morphy settled in Charleston, South Carolina, where his eldest son, Alonzo, was born in November 1798. Moving later to New Orleans, he sent Alonzo to the French Collège d'Orléans to study for the law, in which profession he met with such success that by 1840 he had attained to membership of the High Court of his State.

Alonzo married a West Indian lady, Thelcide Carpentier, whose father, Joseph (originally Le) Carpentier, was French. By her he had two sons, Edward and Paul, and two daughters. Paul, after an early education at the Jefferson Academy, New Orleans, went in December 1850, to the Jesuit establishment St. Joseph's College, at Spring Hill, near Mobile, Alabama. Here between his thirteenth and seventeenth years he made rapid progress in various branches of study. He graduated in 1854, but remained another year at the college, spending his time almost entirely on mathematics and law. He decided then to follow the legal profession, and proceeded to the University of Louisiana, where he was when his father died. In April 1857 he was admitted to the bar. By the age of twenty his precocity had been revealed

in other directions than that of chess. We are told that he was fluent in four languages (English, French, Spanish and German, we may suppose) and could recite from memory nearly the whole Civil Code of Louisiana. He had also a great love for music, but had not the time to be more than an amateur. F. M. Edge writes of him in 1859: "His memory for any air he has once heard is astonishing. Mrs. Morphy is renowned in the *salons* of New Orleans as a brilliant pianist and musician, and her son, without ever having studied music, has a similar aptitude for it." His younger sister Helena, it may be noted, was a good musician.

It cannot be said that an excessive preoccupation with chess was allowed to interfere with Paul Morphy's general education. He is reported not to have learnt the moves before the age of ten, when his father taught him them. We have, however, his uncle's testimony, in a letter quoted below, that he instructed himself by following games between members of his family, his father, his father's brother, and his mother's father being all players. If it was his father who showed him the first steps, it was Ernest Morphy,* "generally considered the chess king of New Orleans," according to Löwenthal, who gave him an insight into the possibilities of the game. Paul learnt so rapidly that he was soon a match for his relatives. In 1849, before he reached the age of twelve, his play begins to emerge through legend into history. The late James McConnell,† of New Orleans, used to tell of his first meeting with the child in this year. McConnell was in the habit of going to a chess *rendezvous* in the old post-office building in Royal Street, whither Alonzo and Ernest Morphy also went. One day Ernest invited him to come and play his nephew Paul, warning him that he would get beaten. McConnell accepted, went to Judge Morphy's house, played four games with Paul and lost three of them. A game between the two, played in 1849, will be found on p. 209, but whether it was one of those contested on this occasion cannot be said. McConnell speaks with astonishment of the depth of penetration into position which Paul already showed.

* Born November 22, 1807; died March 7, 1874.

† See p. 209 n.

Another witness is the late C. A. Maurian,* who was a fellow-pupil of Morphy at Spring Hill and remained a close friend of his ever afterwards. Maurian, who was not quite a year older than Morphy, remembered seeing him playing against his grandfather Carpentier, when he was but twelve, and so small that he was obliged to have a couple of books put on his chair to bring him up to the right height for the table. At Spring Hill Morphy taught his friend chess and brought him on until he could make a good game with him at the odds of a Knight—odds which the master continued to give the pupil to the end of his own chess career in 1869.

Victories in the family circle soon ceased to content the young genius, and while he was still only twelve he encountered Eugène Rousseau, a strong player from France, who was then living in New Orleans. On October 31, 1849, we find Ernest Morphy writing to Kieseritzky, editor of *La Régence* :

“ I send you herewith a game of chess played on the 28th instant between M. R—— and the young Paul Morphy, my nephew, who is only twelve. This child has never opened a work on chess ; he has learnt the game himself by following the *parties* played between members of his family. In the openings he makes the right moves as if by inspiration ; and it is astonishing to note the precision of his calculations in the middle and end game. When seated before the chess-board, his face betrays no agitation even in the most critical positions ; in such cases he generally whistles an air through his teeth and patiently seeks for the combination to get him out of trouble. Further, he plays three or four severe enough games every Sunday (the only day on which his father allows him to play) without showing the least fatigue.”

* Charles Amédée Maurian, b. New Orleans, May 21, 1838, of French descent ; in 1890 went to live in Paris, where he died December 2, 1912. After his early association with Morphy, Maurian in 1858 won first prize at the New Orleans Chess Club. He never took part in any public tournament, but for thirty years he met in off-hand games, on level terms, Mackenzie, Steinitz, Tchigorin, Zukertort, and other masters, and acquitted himself well. During 1858–60 he edited a chess-column in the New Orleans *Delta* ; and from 1883 onward, for many years, he was co-editor of the *Times-Democrat* column.

The game sent to Kieseritzky is No. CXLIV in the present work. It is, unfortunately, the only one preserved out of above fifty played by the young Morphy against Rousseau during 1849-51, of which fifty the boy is said to have won fully nine-tenths. Other New Orleans players helped in the chess education of the coming champion. But a still more important step in it was a visit paid to New Orleans in May 1850 by J. J. Löwenthal, the Hungarian master, who, if he still had to make his name as a tournament-player and an analyst, was already known in chess circles as an expert. Löwenthal, aged forty, and Morphy, aged nearly thirteen, met twice and contested two games,* the result being a win and a draw for Morphy. Löwenthal himself says that, though he was at the time depressed in mind and suffering in body, and also prostrated by the climate, "yet the achievement of the young Paul argues a degree of skill to which it is wonderful that a child could have attained."

For the next few years we do not hear much of Morphy's chess, though a certain number of games have been preserved which show that, busy as he was with his training at Spring Hill, he kept himself in practice, both during his holidays in New Orleans and also during term time, against such players as he could find among his school-fellows or in Mobile. He certainly acquired a "book" knowledge in these years preceding his leap to fame in 1857. But he was not a student of the book in the way of many young masters and would-be masters of modern days. He did not keep a chess library at hand for constant study. Having a prodigious memory, he quickly extracted the information he required from any

* Löwenthal says (p. 349): "It is right to mention that at this time *only two* games were played. . . . Mr. Morphy won the first and the second was drawn." These games both appear in the present work (Nos. CXLVI and CXLVII). Other writers speak of three games, two won by Morphy and one drawn; but Löwenthal's statement, in a work sanctioned and supervised by Morphy, should be considered conclusive—especially as no record of a third game exists. An alleged game in which Löwenthal gave Morphy Pawn and move and drew, though published in the Havana chess review *El Pablo Morphy*, June 1892, is disposed of not only by Löwenthal's silence, but also by C. A. Maurian's positive denial of the suggestion that Morphy ever accepted odds.

particular work, after which he would give it away to some friend. The late James McConnell thus had the book of the London tournament of 1851 presented to him by Morphy at fifteen. "The volume is especially interesting," says C. A. Buck, "on account of numerous marginal notes in Morphy's own handwriting, by which he expressed his opinion of the games and certain moves. As is well known, this book was edited by Staunton, and young Morphy, like a child of genius, made a captious comment on Staunton's chess-play by writing on the title-page to make the authorship read like this: 'By H. Staunton, Esq., author of the "Handbook of Chess," "Chess-player's Companion," etc. (and some devilish bad games).'" This is noteworthy in view of the future relations between Staunton and Morphy.

The opportunity for introduction into a wider circle of players than he had met hitherto came to Morphy in 1857, after his admission to the Bar gave him more leisure—and also, no doubt, because his father's restraining influence had been removed. In the April of 1857 the New York Chess Club, of which the most prominent supporters were Colonel Charles Mead and the former Englishman, James Thompson, sent a circular round the clubs of the United States proposing a tournament for players resident in America. The idea is said to have come from Daniel Willard Fiske, soon to be co-editor with Morphy of the American *Chess Monthly*. It was taken up readily in the United States, and a representative entry was secured for the First American Chess Congress, including players of such reputation already as Thompson, Stanley, and Lichtenhein, of New York, Raphael of Kentucky, etc., and two young men whose names were still unknown to chess-players in the Old World—Louis Paulsen and Paul Morphy. Paulsen, resident for the past few years in Iowa, had begun to gain celebrity in the Western States by his blindfold chess. As for Morphy, his fame in New Orleans was sufficient to gain him a place in the tournament. Edge states that when the telegram announcing that Morphy was actually starting from New Orleans reached New York, Paulsen declared that the first prize would fall to him, to

judge by games of his which had already been published in America. New Yorkers probably were sceptical, some of their champions having at least had the advantage of playing in Europe against masters of recognized standing. But the result of the tournament (of which the details will be found on p. 39) was that, in Löwenthal's words, "the grey-beards were fairly pushed from their pedestals. Youth and genius proved far more than a match for age and experience. All went down, almost without a struggle, before the conqueror from New Orleans, and second in the contest stood Paulsen, who was only a few years older than Paul Morphy." Each of these two played eighteen games, Morphy winning fourteen, losing one, and drawing three, and Paulsen winning ten, losing five, and drawing three.

The Congress was held in the Descombes Rooms, New York, and here on November 11 took place the prize-giving, when Morphy received from the hands of Colonel Mead, President of the American Chess Association, a solid silver service, consisting of a salver, a pitcher, and four goblets. The salver was engraved with a picture of Morphy in the act of winning the decisive game against Paulsen and had an inscription declaring him victor in the tournament, while all the pieces bore the monogram P.M. Paulsen received a gold medal as the second prize-winner, and had the satisfaction of being greeted by Morphy, after the official speeches, with a very complimentary oration, in which his blindfold performances were advantageously compared with those of La Bourdonnais, Philidor, and Kieseritzky. Now Morphy and Paulsen had met in blindfold play during the Congress. On the first occasion, Paulsen having undertaken four games simultaneously without sight of the board, Morphy played one of the four, himself without sight, and won (Game LXXXI below). Afterwards they played a couple of games, simultaneously and blindfold, Morphy winning one and drawing one (Games XC and XCI). But Morphy was not the man to praise Paulsen in order to exalt himself. He made no attempt to rival him in the number of games played either now or later—not, in spite of his own great gifts as a blindfold

performer, attaching much importance to this kind of play.*

While the tournament was in progress Morphy had engaged in much offhand play with the other competitors and with a few players not taking part in the championship. In those days, when there was no time-limit, tournament chess appears to have been less exhausting than it is now; for, so far from nursing himself between the rounds, Morphy got through eighty level games and a great number at various odds. So overwhelming was his success that when, after the end of the Congress, he wrote to Perrin, secretary of the New York Chess Club, offering Pawn and move to any member of the club, the challenge was not considered presumptuous. It was taken up by C. H. Stanley, who, after winning one only out of the first five games, resigned the match and the \$100 stakes. Morphy was anxious, it is said, that the challenge should be accepted by Thompson, who, in spite of a score of 8—0 against him in level games, declined to admit that the other was Pawn and move better than himself. No match between them came off at present. But eighteen months later Thompson took the odds of Knight and was beaten 5—3.

In December Morphy left for home, having a record in New York of 100 level games played with only 5 losses (including the one tournament game lost to Paulsen, and one against a consultation party) and 160 games at odds (mostly of Knight), with only 36 losses.† On reaching New Orleans he extended his offer of Pawn and move to any American player. This was done in the *Chess Monthly*, of which Morphy's joint-editorship had now begun. No one took up the challenge, but Paulsen is reported by Edge to have said that Morphy was strong enough to give him such odds. It is pleasing to find this apparent absence of jealousy among

* See p. 161 on Morphy's opinion of blindfold play. Paulsen, it may be noted, was now gradually working towards ten games simultaneously blindfold, a feat which he first successfully accomplished in the following July.

† The figures vary slightly in the different accounts, but the number of losses are agreed.

devotees of the game. But the truth was, as Löwenthal says, that the Americans were in ecstasies at the brilliance of the star which had arisen in their midst, regarded him as invincible, and were ready to defy the world to produce his equal. In fact, hardly had Morphy defeated Paulsen for the first prize in New York when the American Chess Association contemplated a challenge on his behalf. In Howard Staunton's column in the *Illustrated London News* of December 26, 1857, a reference was made to a report of the coming challenge to any European player to come over to New York and play the American champion for stakes of from \$2000 to \$5000 a side. "No doubt," remarked Staunton, "an European champion could be found who would play the match in London or Paris, but the best players in Europe are not chess professionals but have other and more serious occupations, the interests of which forbid such an expenditure of time as is required for a voyage to the United States and back again."

Morphy himself took no steps to make the challenge to the European masters definite, spending the early months after his return to New Orleans in annotating games for the book of the American Congress, in playing his fellow-townsmen at odds of Knight or Rook, and in giving a few blindfold exhibitions. But the New Orleans Chess Club would not let the matter rest, and on February 4, 1854, dispatched a letter to Staunton himself, formally inviting him to come to New Orleans to play Morphy, whom "serious family reasons" prevented from visiting Europe. The stakes proposed were \$5000, of which \$1000 were to go to Staunton even if he lost.

Staunton replied with a polite letter declining the offer to come to New Orleans, on the grounds of his arduous work and the distance of the journey. This was a reasonable enough attitude; but he made the mistake of putting into the *Illustrated London News* at the same time * a paragraph

* Both Staunton's letter and the *I.L.N.* statement are dated April 3, 1858. Edge does not mention the letter, which is, however, published by Max Lange.

in which he spoke of the impossibility of his going to the United States, but added : “ If Mr. Morphy—for whose skill we entertain the liveliest admiration—be desirous to win his spurs among the chess chivalry of Europe, he must take advantage of his purposed visit next year ; he will then meet in this country, in France, in Germany, and in Russia, many champions whose names must be as household words to him, ready to test and do honour to his prowess.”

Staunton may not have meant to suggest that he himself would play Morphy in 1859. As, however, when Morphy had reached England he did not, either at once or for over three months, put aside the possibility of being able to play him even in 1858, but on the contrary merely temporized, the greatest admirers of Staunton cannot maintain that his conduct was straightforward or worthy of the cultured gentleman they have claimed him to be. His scandalous abuse of his position on the *Illustrated London News* to attack Morphy later tells heavily against him when we attempt to explain his attitude now.

As for Morphy, he seems to have considered that a match with Staunton in London was a matter of time only, and became anxious to cross the Atlantic. There was a difficulty in the way of this, that his family considered him too young at twenty to visit Europe by himself. However, the New Orleans chess-players were enthusiastic, the pecuniary backing was ready, and the committee of the Chess Club sent a special deputation to wait on the Morphy family, who were at last prevailed on to give their consent to the journey. It was hoped, both in England and in the States, that Morphy would compete in the forthcoming meeting of the British Chess Association, which was fixed to take place in Birmingham at the end of June. The New Orleans Chess Club offered their young hero a sufficient sum to cover his expenses ; but this he declined, saying that he did not wish to travel as a professional chess-player.

On June 8 Morphy reached New York, and on the following day he embarked on the steamship *Arabia* for Liverpool. His programme, as revealed in the *Chess Monthly*, was to

take part in the Birmingham meeting ; thence to go to London for several weeks, to play Staunton there, if it should be agreeable to him ; thence to proceed to Paris and possibly Berlin, to meet the leading Continental players ; and, finally, to return home about November. Such a programme in these days of "idealism" in chess, as expounded by the present holder of the world's championship, is calculated to take our breath away. But then Morphy was Morphy, an artist and not a commercial man.

Liverpool was reached on June 21, the eve of Morphy's coming of age. He proceeded straight to Birmingham, where he found that the B.C.A. meeting was postponed to August 24, though the notice of this had, unfortunately, only reached New York the day after the *Arabia* had sailed. Without delay he set off for London, and on June 22 he played his first game of chess there.* On the following day he made his first appearance both at the Divan in the Strand and at the St. George's Chess Club, King Street, St. James's. Later he visited the Philidorian Chess Rooms, in Rathbone Place, and the London Chess Club, in Cornhill. These were the four leading chess-centres in the London of 1858. In the two first-named places Morphy played most of his chess in England. The Cigar Divan, opened under that name by a certain Mr. Ries in 1828 and afterwards so long famous among chess-players as "Simpson's," became Morphy's favourite resort. Bird in his "Chess History and Reminiscences" says that he "even went to far as to say it was 'very nice,' which was a great deal from him, the most undemonstrative young man we ever met there." To the St. George's, as to the London Club, Morphy came as the guest of the members.

At the St. George's, whether or not on the evening of his first visit is uncertain, Morphy met Staunton. Edge (who

* His first opponent was F. H. Lewis (b. 1834, d. 1889). An alleged game between them, won by Morphy, is on record, but, as it is of doubtful authenticity, it is not included in the present volume. It may be found in Lange (No. 369) and Maroczy (No. 397). According to some, the first game with Lewis was a draw.

had made Morphy's acquaintance in New York, where he was working for the *Herald*, who had preceded him to England, and who remained with him here and in Paris in the capacity of private secretary, according to his own statement) says that Morphy, departing from his usual habit of waiting to be asked to play, suggested to Staunton that they should have an off-hand game. Staunton, however, pleaded an engagement; and, frequently as they afterwards met at the St. George's, he would never consent to meet Morphy face to face over the board. Their only encounters were two in consultation (Games LXXV and LXXVI below).

Happily, there were other members of the St. George's who were less tender about their reputation than Staunton, and Morphy began a notable series of off-hand games with Barnes in particular. At first Barnes held his own; partly because Barnes was a fine player, but also, no doubt, because Morphy was in strange surroundings and, a bad traveller, had just crossed the Atlantic. In the end, the American secured a substantial majority; but Barnes remained the European player with the best record against him. Most of the other London experts also received Morphy's attention, and he lost no time in proving that those who had discounted his New York triumph because of the weakness of the opposition were in the wrong. But he had not come over to England to play off-hand games, and as Staunton could not be brought to the point he agreed to a match with Löwenthal. The Hungarian had advanced as a player since he had lost to the twelve-year-old Morphy and was now influential as editor of the *Era* chess column. A match was speedily arranged for a stake of £50, afterwards increased at the desire of Löwenthal's backers to £100; it began on July 19 and ended on August 21, Morphy winning by 9 to 3, with two draws. Steinitz states, on the authority of Zytogorsky, a Polish professional then resident in London, that Morphy immediately presented Löwenthal with some furniture costing £120 for a new house he was taking.

In the meantime negotiations with Staunton had advanced no further. Staunton, so far from declining the idea of a

match, let it be understood that he would play, but asked for a month's postponement, in which to "brush up his openings and endings." Morphy made no objection, and further consented that the match should be after the Birmingham meeting. About the middle of August, while still engaged with Löwenthal, he sent Staunton a letter, which may be quoted in full as an example of his epistolary style and as showing his real anxiety to meet Staunton.

"Dear Sir," he wrote, "As we are now approaching the Birmingham meeting, at the termination of which you have fixed our match to commence, I think it would be advisable to settle the preliminaries during this week. Would you be good enough to state some early period when your seconds can meet mine, so that a contest which I have so much at heart, and which from your eminent position excites so much interest in the chess world, may be looked upon as a *fait accompli* ?

"I am, dear sir,

"Yours very respectfully,

"PAUL MORPHY."

Staunton replied with another request for "a few weeks" in which to prepare himself, wherein Morphy wrote again, leaving the terms entirely to him.

Having by this time finished his match with Löwenthal, Morphy fixed up another short one with the Rev. J. Owen. It seems that he was dissatisfied at having lost an off-hand game (No. CCVIII) to Owen, and told some one at the St. George's that he could give Owen Pawn and move. This came to the ears of Owen, who, being able to hold his own with Staunton at the odds, declared that he was sure Morphy could not, and that, if it was not for his cloth, he would willingly play the match for £1000. Alas for his confidence! The match was played (though for no other stakes than a set of ivory chessmen), and Owen, appearing for professional reasons under the disguise of "Alter," lost five and drew two only out of seven games. Apparently they only occupied a

couple of days, as Owen had to be at the B.C.A. meeting on August 24.

Staunton had started for Birmingham without answering Morphy's letter leaving the terms of their match entirely to him. Now Edge * says that Staunton had told Morphy he was not going to play at the Birmingham meeting except in consultation games. But on reaching Birmingham he announced his intention of competing in the tournament. The promoters hurriedly telegraphed to Morphy (who had made a provisional entry) to induce him to compete also. Morphy would not do so, being now, not unnaturally, suspicious of Staunton's conduct. Might Staunton not, indeed, insist on regarding the result of the contest as decisive and, should either of them win, decline a match as unnecessary? Steinitz's explanation is quite superfluous, that Morphy, being a bad starter in his matches, was "justified" in avoiding play under the conditions of the Birmingham tournament—which were much the same, by the way, as those of the American Chess Congress. This was not the way in which Morphy looked at things!

Having made up his mind not to compete, Morphy purposely stayed away from Birmingham until August 26, whereas the meeting began on the 24th, the tie in which he was drawn for the first round going by default to his opponent. He had promised to give a blindfold display on the 27th and kept his promise. On the morning of the day he met Staunton walking with Lord Lyttelton, President of the B.C.A., and some others across the courtyard of Queen's College, and was just about to ask him point-blank about the date of the match when Staunton anticipated him by "declaring that he was entirely out of play—that he had long been engaged on a great work—that he was under bonds to his publishers accordingly—that he might subject them to a loss of many thousands in playing at the present time, and so forth" (Edge). Morphy in reply merely asked, Would he play in

* Edge, though English by birth, was very biased against Staunton; but we can hardly think that his prejudice went so far as to allow him to falsify the evidence.

October, November, or December? Let him choose his time, but let the arrangement be final. Staunton, cornered, but still unwilling to refuse outright to play, selected the beginning of November, engaging to see his publishers and then fix the exact date.

All therefore seemed satisfactory at last. Morphy gave his blindfold performance before a brilliant gathering from all parts of the kingdom, as Löwenthal describes it, and met with success—though he would doubtless have exerted himself more had the opposition been, as he had requested, selected from the players in the tournament, instead of from the B.C.A. officials for the most part. After this he returned to London, whence he started for Paris on the last day of August. We do not know whether, before he left, he was aware of a paragraph, under the form of an answer to a correspondent, in Staunton's *Illustrated London News* column, in which the report of a match having been arranged was declared to be "bunkum," and it was alleged that he had come to England unprovided with representatives to arrange terms or money for the stakes. If he saw the paragraph, it must have been a satisfaction to him to hear a little later that the Birmingham tournament had resulted in a victory for Löwenthal, who knocked out Staunton (2—0) in the second round and then beat Falkbeer in the final—among the other competitors being St. Amant and Owen.

In going to the Continent Morphy had a double purpose. He had already the promise of a match with Anderssen, and he wished to meet any French player who was ready to come forward against him. He was very sea-sick crossing the Channel, and so was not in good condition when he reached Paris on September 2. Nevertheless, he lost no time before visiting the Café de la Régence, where, as soon as his arrival was known, he caused a great sensation. He at once approached the "King of the Régence," Daniel Harrwitz, and, departing (as in the case of Staunton) from his usual custom, asked him to have a game. Harrwitz, though he is said to have been a great favourite at the St. George's and London Clubs during his sojourn in England,

does not appear in an amiable light in his dealings with Morphy, which were marked by morbid vanity and a total lack of chivalry. He agreed to have a game and, having won it (Game CCXXV), was further willing to play a match with the American champion. He objected, however, to having either seconds or umpire—conduct which ought to have aroused suspicion.

The match commenced early in September, and Harrwitz won the first two games. Edge says that Morphy was up very late on the nights before both of these games, seeing the sights of Paris, but was persuaded by him to keep more reasonable hours afterwards. Anyhow, he quickly won the next three games, whereon Harrwitz pleaded indisposition and obtained ten days' rest, the only stipulation made by Morphy being that play should take place six days a week thereafter. Harrwitz appeared for the sixth game and lost it, whereupon his indisposition returned and a second interval occurred, though Harrwitz did not cease to frequent the Régence. It was now that Morphy gave his celebrated blind-fold exhibition at the Café on September 27, as described below, p. 179. On its conclusion, according to Edge, so great was the ovation that Morphy and his friends had difficulty in extricating themselves from the crowd and escaping to the Hotel de Breteuil, where he was staying.

The seventh game against Harrwitz was played on the next day but one after the exhibition and ended in a draw. Morphy was in a feverish condition. Indeed, during the remainder of his visit to Paris he was in bad health—caused, it is said, by drinking Paris water, since he seldom touched wine. Nevertheless, he insisted on playing the eighth game with Harrwitz and won it, making the score in his favour 5 to 2, with two draws. The effect of this was that Harrwitz refused to go on. With great difficulty Morphy was persuaded to take the stakes, which he devoted to paying Anderssen's expenses from Breslau to Paris.

The gaps in his match with Harrwitz enabled Morphy to meet the amateurs of Paris, against whom he scored his usual success; and the general treatment accorded to him was

some consolation for Harrwitz's bad conduct. A correspondent of the *American Chess Monthly* thus describes the situation : " Behold our young hero in the Café de la Régence. . . . Crowds flock to see him. 'Does anyone believe,' exclaims St. Amant, 'that it is not the season and that there is nobody in Paris ? Let them go to the Café de la Régence and glance at the throng of spectators who look on in admiration while Morphy, the young American, displays his wonderful attainments.' . . . Honours are showered upon the head of the eminent champion. Famous sculptors like Lequesne ask him to sit for his bust in marble ; he is asked to dine with dukes ; audiences notice his visits to the theatre ; and poets and men of genius flatter him. And amid all this Gallic pride exults in the fact that he is half a Frenchman."

After beating Harrwitz, Morphy announced that he would meet no Paris player at less odds than Pawn and move, though he did not insist on this with Arnous de Rivière, who had become a personal friend. As Harrwitz was in no mood to admit that he had lost the match just terminated by his resignation, Morphy extended the challenge at Pawn and move to him also, with no result, as might have been expected. The Paris amateurs who, in casual games, accepted these or higher odds all justified Morphy's estimate of their strength as compared with his own. It is true that he let amiable and titled ladies, who eagerly invited him to their *salons*, win games of him—but these, very rightly, have not been preserved for publication.

Morphy, as we know, had intended to return home before the end of 1858. After the Harrwitz affair he was still more anxious to do so, having taken a dislike to chess, or rather to chess negotiations, we should perhaps say. This is not to be wondered at, when we consider how Harrwitz and Staunton had behaved. Staunton, after Morphy's departure from England, had kept up a campaign of depreciation of his play in the *Illustrated London News* until, when the Harrwitz match was proceeding in his favour, he changed his tune and began to praise him. He did not, however, fulfil his promise of fixing a date in November. Morphy in the

meantime had certainly had his attention drawn to the sneer about his lack of seconds and stakes ; for on October 6 he wrote a long letter to Staunton, showing that he had been deeply wounded by it. After recapitulating what had passed between them and referring to the insulting paragraph, he continued :

“ Permit me to repeat what I have invariably declared in every chess community I have had the honour of entering, that I am not a professional player—that I never wished to make any skill I possess the means of pecuniary advancement—and that my earnest desire is never to play for any stake but honour. My friends in New Orleans, however, subscribed a certain sum, without any countenance from me, and that sum has been ready for you a considerable time past. Since my arrival in Paris I have been assured by numerous gentlemen that the value of those stakes can be immediately increased to any amount ; but, for myself personally, reputation is the only incentive I recognize.”

Morphy further suggested that seconds for him in the match could be found at the St. George's (Staunton's club), and again requested Staunton to fix a date. He let him know also that copies of this letter were being sent to the editors of the *Illustrated London News*, *Bell's Life*, *Era*, *Field*, and *Sunday Times*—a plain hint, from so courteous a man as Morphy, that he did not trust to Staunton's sense of honour to publish the letter on his own initiative.

Staunton replied with a letter on October 9, in which at last he definitely withdrew any promise to play a match owing to his work preventing his getting adequate practice, and ended by suggesting that if Morphy would again become his guest (at the St. George's), they might have “ a few games *sans façon* ” !

An acrimonious wrangle in the English chess-columns followed, in which the great majority of writers were on Morphy's side. Morphy took no part in this, but merely wrote to Lord Lyttelton, “ as the Mæcenæ of English chess,” laying the whole case before him and demanding of him that he should “ declare to the world it is through no fault of mine

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that this match has not taken place." Lyttelton answered with a sympathetic, but unofficial, letter on November 3 completely exonerating Morphy, while he made certain excuses for Staunton, whom he blamed, however, for not saying long before that he could not spare time for the match.

So ends what can only be regarded as a melancholy chapter in English chess history. The best defence of Staunton may be found in an article by Mr. H. J. R. Murray in the *British Chess Magazine* for December 1908. Here the justice of Staunton's plea regarding his arduous literary occupations—he was editing for Messrs. Routledge a new edition of the text of Shakespeare—is established, and also the consistency of his argument that his duty to his publishers prevented him from getting time for adequate chess practice. But it is not shown: (1) that Staunton had a genuine desire for the match; (2) that, if he had, he treated Morphy fairly in the interval between his letter of April 3 and that of October 9, when he refused any longer to entertain the idea of the match; (3) that, if he had not, his apparent (though conditional) readiness to play can be justified; and (4) that he had any right to use his chess-column, as he did, to depreciate and sneer at Morphy. Morphy's case is clear. He came to Europe above all to play Staunton, whom he complimented by regarding as the leading master in Europe. He, possibly erroneously, but at least in good faith, took Staunton's statement in his chess column on April 3 as meaning that he would find him ready to play him in London; but, in that case, it was easy for Staunton to correct his wrong impression as soon as they met at the St. George's. So far from doing this, right up to October 9 Staunton let Morphy think that a match could be played *in 1858*, if he would only wait until Staunton could find a date. And finally Morphy, being himself a chivalrous gentleman, had a title to be treated chivalrously by anyone who claimed also to be a gentleman. The chivalry of ridiculing your opponent as an adventurer without backing, or hinting furtively that he is a professional, is not apparent. Morphy sickened of chess tactics—off the board. Is there any wonder?

Happily, there was another chess-master of whose conduct Morphy had no reason to complain. Adolf Anderssen had promised him a match if he would come to the Continent. There had been an idea of playing it at Breslau, where Anderssen was Professor of Mathematics at the University. The Leipzig Chess Club, on the other hand, suggested a meeting there, to which Max Lange might also be invited. An obstacle was Morphy's ill-health in Paris and his proposed return to New Orleans before Christmas. Fortunately for chess, Morphy's doctor was against his making the voyage across the Atlantic so late in the year in his present bodily state. He yielded reluctantly and prepared to meet Anderssen, who agreed to come to Paris to play. That Morphy should not be asked to go to Germany was reasonable, as he was not in a fit state even to visit the Régence, being confined to bed for some time. But Anderssen had to give up his Christmas vacation to the match. Furthermore, he had, apart from his appearance in the Manchester tournament of 1857, had little or no first-class practice since his triumph in London in 1851. Being, however, in the words of Mongredien, "except Morphy, the most splendid and chivalrous player whom I ever encountered," Anderssen made no excuses or delays, but set out from Breslau about the middle of December.

Morphy told Edge that he felt "the chess fever" coming on him again when he heard that Anderssen had started. Yet Anderssen found him in bed when he reached Paris. He courteously declined to begin the match till Morphy was better. On the doctor's advice, play took place at the Hotel de Breteuil, not at the Régence, and Morphy rose from bed to meet his opponent.

Although alike in their difference from many great chess-masters—one point of difference being that they were both quite content to play this championship match *without any stakes*—Anderssen and Morphy were a curious contrast, which must have made the match all the more interesting for the few privileged spectators to watch. The Professor, a man now forty years of age, "massive in figure, with an

honest voice, a sweet smile, and a countenance as pleasing as it was expressive," was a very excitable player, who once—in the London tournament of 1862—after winning a piece against Paulsen and thus securing the first prize, flung the piece joyfully over his shoulder on to the floor.* Opposite him was Morphy, "this boy of twenty-one, five foot four inches in height, of slim figure and face like a young girl in her teens,"† impassive, with his eyes fixed steadfastly on the board, looking up, and then without exultation, only when he saw a win.

Morphy started badly—as against Harrwitz—losing the first game and drawing the second, but soon put the result of the match beyond doubt. The final score was: Morphy, 7; Anderssen, 2; drawn, 2. Further, as it had been arranged one afternoon to have a photograph of the two players sitting over the board at the Hotel de Breteuil, the occasion was taken to play a few off-hand games. In the course of three hours six games were completed, of which Morphy won five to Anderssen's one. The total outcome of their meeting was such that only one explanation was possible; and, to do Anderssen justice, he made no excuse for himself beyond that he had been wrong in supposing he could "bottle up his chess and put it in a glass case." During the match Anderssen was too generous even to offer that excuse. When an admirer remarked to him that he was not playing as well as he had played against Dufresne, he replied, "No, Morphy won't let me!"

The two great players parted on excellent terms. It was said later that Anderssen complained that Morphy had made him a promise which he did not fulfil, that if he beat him in Paris he would go to Breslau for a return match. But we do not know whether Anderssen really made the complaint or Morphy the promise. In any case, Morphy had already in December overstayed the appointed date of his return home and was only detained by genuine ill-health.

After Anderssen's departure Morphy played little more chess in Paris. Harrwitz would not take up the challenge

* Rev. G. A. MacDonnell, "Chess Life-Pictures."

† Edge.

of a match at Pawn and move, and no one else felt justified in doing so. Nor was any European master inclined to issue a challenge on level terms. Von der Lasa considered himself too old; and, though the names of Max Lange and Carl Mayet were suggested, a match with either of them was only probable in case Morphy should visit Germany. At the end of February Morphy engaged in a friendly match with Augustus Mongredien, President of the London Chess Club, with whom he was on intimate terms. Mongredien came over to Paris on purpose to play him, since they were unable to arrange a date in London when Morphy should be on his way to America. Morphy won the match without exertion by 7—0, with one draw. A few off-hand encounters, notably with Arnous de Rivière, were his only other chess. A certain distaste for the game, symptoms of which had appeared before the Anderssen match, now became more evident. Of this the discussion may be postponed until later.

In the early spring of 1859 Morphy's brother-in-law, Sybrandt, visited Paris, and probably brought him a personal message from his family urging him to return to New Orleans. All ideas of visiting Germany having now been abandoned, in spite of pressing invitations from Berlin, Breslau, Leipzig, etc., Morphy prepared to depart. His French friends would not let him go without a number of entertainments in his honour, which culminated in a banquet got up by the frequenters of the Régence. They had originally planned a monster tournament of one hundred players, divided into five classes, of whom the five winners were to meet Morphy in a final pool, all receiving odds from him. The banquet was to follow this, and at it was to be unveiled the marble bust of the young champion by Eugène Lequesne. There being no time for the tournament, the banquet took place on April 4, during which the bust duly made its appearance and was crowned by St. Amant with a wreath of laurels.

On April 6 Morphy left Paris for London, accompanied by Sybrandt and Arnous de Rivière. On the 10th he was in London again for the remainder of the month. Löwenthal, writing in the *Illustrated News of the World*, describes his

second visit to London as "a series of ovations, in which chess became but a mere accessory to personal, but well-deserved, compliments." On April 13 he was the London Chess Club's guest, giving a blindfold exhibition, in which he was clearly not at his best. A week later he gave another and more successful blindfold exhibition at the St. George's, followed by a banquet, with Lord Cremorne in the chair. And on April 26 he played at the new St. James's Chess Club, of which Löwenthal was secretary, against five of the strongest players in London simultaneously, but not blindfold. This kind of exhibition was a novelty at the time and was suggested by Löwenthal. Morphy accomplished at it one of the best performances of his career, though he lost a game to Barnes. The other players were Boden, Bird, Rivière, and Löwenthal himself—names sufficient to show what a task Morphy was set. Almost all the leading amateurs in London were present to witness the exhibition.

Morphy had numerous other invitations, but would accept no more. Much of his time was occupied with Löwenthal in the preparation of the book which was to appear in the following year. A few off-hand games filled up the rest of it. Finally, on April 30, declining an invitation to appear at Manchester, he left Liverpool by the steamship *Persia* for New York.

It is scarcely necessary to insist on the brilliancy of Morphy's record during his first stay in Europe. Lists of figures are in existence professing to give the full results, but, except in the case of the match and exhibition games, it seems impossible to guarantee their correctness. Morphy must have played many more casual games than appear in these lists. The contests against the leading players, however, were probably noted down accurately—especially where Morphy's losses were concerned. Altogether, in England he seems to have lost on level terms six games to Barnes, against nineteen wins and one draw (blindfold); one to Bird, against eleven wins and one draw; one to Boden, against five wins and one draw; one to Owen, against four wins and two draws. Against Löwenthal, in addition to their match in 1858, he played three

games in April 1859, winning one, losing one, and drawing one. Against the Bohemian Löwe, "Old Lowe" of Simpson's (b. 1794, d. 1880), he won six games, none of which were recorded. The two games which Deacon claimed to have played with him, a win to either side, were declared by Morphy himself to be spurious. In Paris Morphy lost no level games, outside his matches, except one to Anderssen and one to Harrwitz. His odds games in England were few, but in Paris his record at odds is given as sixty-five wins, eighteen losses, and eight draws.

On May 11 Morphy reached New York, Lichtenhein and D. W. Fiske coming off to the *Persia* to greet him. A banquet was given to him the same night at the Metropolitan Hotel, after which he played Perrin, the New York secretary, at the odds of Knight. This is noteworthy as marking his intention, to which he firmly adhered, of never playing any of his compatriots again at less odds. He stayed in New York about a fortnight, and on May 25 was welcomed by a great assembly in the chapel of the University, where he was presented with a testimonial consisting of a chess-board with mother-of-pearl and ebony squares and a set of men in gold and silver, the gold representing the forces of civilization and the silver those of barbarism. The men cost \$1500 and the board \$200. He also received a gold watch, on which coloured chess-pieces took the place of the numerals.

Buck, in "Paul Morphy: His Later Life," describes a dramatic incident at this presentation. Colonel Charles Mead, as chairman of the reception committee, made in his address an allusion to chess as a profession, and referred to Morphy as its most brilliant exponent. "Morphy took exception to being characterized as a professional player, even by implication, and he resented it in such a way as to overwhelm Colonel Mead with confusion. Such was his mortification at this untoward event that Colonel Mead withdrew from further participation in the Morphy demonstration."

Before leaving New York Morphy was also presented with a silver wreath of laurels by the Union Club. He then proceeded to Boston, where a banquet was given him, at which

MORPHY'S GAMES OF CHESS

were present, among others, Agassiz, Holmes, Longfellow, and Lowell. Returning to New York, Morphy played his match against James Thompson at the odds of Knight, winning by 5 to 3. Löwenthal calls this victory "the most surprising of all the achievements of the American champion and undoubtedly one of the greatest feats of chess skill ever performed."

Morphy remained in New York until the beginning of November, when he paid a second visit to Boston and was presented with a golden crown. Thence he went, by way of Philadelphia (where he gave a blindfold exhibition) and Baltimore, to his home. According to Buck, "shortly after reaching New Orleans Morphy issued a final challenge, offering to give the odds of Pawn and move to any player in the world, and receiving no response thereto, he declared his career as a chess-player finally and definitely closed, a declaration to which he held with unbroken resolution during the whole remainder of his life." As, however, there are a few games of his, conceding odds of Knight to Thompson and Perrin in New York in the autumn of 1860, we may take 1860 as the date of his retirement from public chess. It was in that year that Louis Paulsen, then returning from the United States to Europe, challenged Morphy in vain to a match on level terms.

When Morphy was in New York in 1859 and his achievements in Europe were still dazzling American eyes, Robert Bonner, publisher of the *New York Ledger*, decided to have a chess-column in his paper, and engaged Morphy "at the almost princely salary, in those days," of \$3000 a year, paid in advance, to edit it.* Morphy intended to publish, with his own annotations, all the games of the La Bourdonnais-MacDonnell matches, considering them the finest recorded examples of chess. He got as far as publishing fifteen of the games and then stopped. One of his notes on these matches, though it has been more than once reproduced since, is well worth quoting again as an illustration of Morphy's views and editorial style :

"If there is anything to be regretted in connection with the combats between these illustrious players, it is the perti-

* J. A. Galbreath, *American Chess Bulletin*, 1909, p. 250.

nacity with which MacDonnell persisted in adopting, in two of the *débuts* which most frequently occur, a line of play radically bad. Against such an adversary as La Bourdonnais the disastrous effects of MacDonnell's early moves in nearly all of the Sicilian Games and Queen's Gambits could not be overcome even by the very best after-play. The move of 2 Kkt—B3, or still better, 2 P—Q4, are those now generally recognized as the best. The latter move is, indeed, so strong that it has gone far toward disabusing the public mind of that pernicious fondness for the Sicilian Defence which was displayed during what may be called the period of close games, extending from about 1843 to some time after 1851. It was an epoch of uninteresting games and dreary analytical labours, and with the exception of the contests occurring between the great Prussian masters, afforded but comparatively few specimens of brilliant play. It should be a subject of rejoicing with every lover of the game that an age in which so much severe labour led to such unprofitable results has passed away. There is now a visible tendency to cultivate a higher style of chess art—to substitute for the false taste which has so long prevailed a more elevated standard of excellence."

We have taken 1860 as the year of Morphy's retirement from public chess, though his recorded games continue until 1869. But during 1861–69 he played practically no one in the United States except his old friend Maurian, and him only at odds of Knight. His games in Cuba and Paris will be mentioned in their place.

On settling down in New Orleans, where he lived at his mother's house in Royal Street, Morphy's intention was to follow the profession of the law seriously. But now he was met by the difficulty that others would not look on him as a serious lawyer. To them he was still the great chess-player and nothing else. Apparently this injustice of view affected him in other matters than business. Buck, who had the assistance of Morphy's relatives and friends in compiling the story of his later years, states that "he became enamoured of a wealthy and handsome young lady in New Orleans and informed a mutual friend of the fact, who broached the subject

to the lady ; but she scorned the idea of marrying 'a mere chess-player.' ” Whatever foundation there was for this story, there can be no doubt that in his legal work he found his reputation a tremendous obstacle. In disgust he threw up his contract with the *New York Ledger* and strove still harder to live down his now unwelcome fame. Then the War of Secession broke out in the United States, and Morphy, as a patriotic Southerner, went to Richmond, Virginia, to ask for an appointment in the diplomatic service of the Confederacy. He was refused, and was still in New Orleans when it was captured by the Federals. In October 1862 he left on the Spanish warship *Blasco de Garay* for Cuba, on his way to Europe. In Havana he gave a private blindfold exhibition (see Game CXXXVII below) and played one or two other games. Proceeding to Cadiz, he took the train to Paris, where a member of his family was living ; and there he remained until the beginning of 1864. During a stay of over a year he played a number of games against Arnous de Rivière (of which all that survive will be found in Part IV, Section 5 below) and at least one with Mongredien. In February 1864 he was in Havana again, where he gave a blindfold exhibition and met some of the leading Cubans at the odds of Knight. Back in New Orleans, he continued to give a Knight to Maurian. There were hopes of his publishing, through the firm of Appleton, a full collection of his games, in four volumes. Indeed, his uncle Ernest wrote a letter, dated March 14, 1866, to Jean Prédi, editor of *La Stratégie*, that Paul was at that moment in New York correcting the proofs of part of this work. Unhappily, nothing more was heard of the project.

In 1867, through the persuasion of his mother, who thought that a change would do him good, Morphy paid a third visit to Paris and made a stay of about eighteen months. Now, however, his estrangement from chess had proceeded so far that he did not even go near the place in which the great tournament of 1867 was proceeding—among the competitors being his boyhood's opponent, Eugène Rousseau—nor is a single game played by him during this period known. It

is true that he met and spoke to Zukertort once, but we do not hear how the meeting came about. After his return to New Orleans he lived at the house in Royal Street to the day of his death. He continued to play chess with Maurian for about two years, but absolutely declined to play anyone else. He also continued to concede him the Knight, in spite of the fact that Maurian gradually grew too strong for such odds. The scores in the last four series of games in which they played are given as follows : (1) Morphy 6, Maurian 3 ; (2) Morphy 3, Maurian 3 ; (3) Morphy 7, Maurian 10 ; and (4) Morphy 0, Maurian 4. In 1869 Morphy gave up chess entirely. When the second American Chess Congress was held in 1871 a great effort was made to induce him to compete, but he resolutely declined.

The year of his abjuration of chess has also been called that of his death, as far as his intellect was concerned. This is not strictly correct. At any rate, some years more elapsed before rumours about his mental condition began to spread over the world. In 1875 Pr ti wrote over to New Orleans to inquire about the truth of these rumours. *La Strat gie*, February 1876, publishes the following reply from an unnamed correspondent (? Maurian) in New Orleans :

“ I am sorry to have to reply to you that these rumours are only too well founded. I must hasten to add, however, that some of the American papers have greatly exaggerated the facts, especially when they represent his case as absolutely beyond help. Mr. Morphy thinks himself the object of the animosity of certain persons who, he claims, are trying to injure him and render life intolerable to him by a regular system of calumnies and petty persecutions. There is no way of persuading him on this point, but on any other subject he is quite reasonable.

“ The fixed idea which possesses him has led him on certain occasions to conduct himself in a somewhat extravagant manner. Thus, about two months ago he strove hard to provoke to a duel a gentleman whom he imagined to be one of his persecutors. Since then he seems more tranquil, and it has not been considered necessary to put him into an asylum, as some of the papers have said.

"All his friends hope that in time, with care and above all with a change in his mode of life, he will completely recover.

"As for the causes which have produced in Mr. Morphy this derangement of his faculties, it is difficult to assign them, and I do not know what the doctors think. I have reason to believe, however, that in their opinion chess has nothing to do with it; for one of them, I am told, has recommended chess as a means of distraction and a change of thoughts. You know, too, that for ten or twelve years Mr. Morphy has completely abandoned chess, and that he never indulged in the game to excess.

"For my part, without wishing to hazard an opinion on a question which is beyond me, I cannot help thinking that the sedentary life, devoid of distractions and amusements, which Mr. Morphy has led for some years must have had a bad influence on his whole system."

The person mentioned in the above letter as imagined by Morphy to be one of his persecutors was his brother-in-law Sybrandt, who was the administrator of Judge Morphy's estate, and whom Paul quite unjustifiably accused of having robbed him of his patrimony. He commenced an action against Sybrandt and spent much time for years in preparing his case. During this period he was in such dread of being poisoned that he refused to take food except at the hands of his mother or his sister Helena. The case came into court at last, when it was easily shown that Morphy's accusations were baseless.

With regard to the suggestion of some of the American newspapers that it had been considered necessary to put Morphy into an asylum, Buck writes that later (in June 1882) his family did endeavour to place him in a sanatorium, in the hope that he would be benefited. "The institution was called the Louisiana Retreat, located near New Orleans, and under the patronage of the Catholic Church. Those in the party that accompanied Morphy were his mother, his brother Edward, and his intimate friend C. A. Maurian. When they reached the asylum Morphy protested against his detention with such evident sanity, and discussed his legal rights with

such a learned knowledge of the law, that the sisters in charge were afraid to assume the responsibility, and he was taken home again."

In this year 1882 there was a project for a biographical work on famous Louisianans, in which it was desired to include Morphy as "the most celebrated chess-player in the world." On being approached on the subject, Morphy was indignant and wrote a letter, published in the *Turf, Farm and Field*, in which he stated that his father, Judge Alonzo Morphy, of the High Court of Louisiana, left at his death \$146,162.54 c., while he himself had followed no profession and had nothing to do with biography. "I have a lawyer's diploma," he added. It is also related that about the same period he angrily told his barber, who was chatting after the manner of his kind and ventured to speak of the money to be made at chess, "I am not a player!" His talk was constantly of his father's fortune, and the mere mention of chess was usually sufficient to irritate him—though, at the same time, he is said to have followed the news of the game down to his death. Two anecdotes collected by Buck illustrate his inconsistency. In 1882 Zukertort was in New Orleans and, meeting Morphy in Canal Street, handed him his card. Morphy took the card and, putting it in his pocket without looking at it, at once addressed Zukertort by name in French. Surprised, the other asked him how he knew his name or that he spoke French. "I met you in Paris in 1867," replied Morphy, "and you spoke French then."

Again, in 1883, Steinitz was in New Orleans and was very anxious to see Morphy. A friend came to Morphy to arrange a meeting. "Steinitz is in New Orleans," he began. "I know it," Morphy answered. "His gambit is not good." An interview was arranged with much difficulty, but only on condition that chess should not be mentioned. It lasted only ten minutes and must have been very trying to both parties.

A description of Morphy's manner of life towards the end represents him as walking out punctually at noon every day along Canal Street most scrupulously attired, and then

returning home until the evening, when he set out again in his opera-cloak, never missing a single opera. He would see no one but his mother, and grew angry if she ventured to invite even intimates to the house. "For years preceding his death," wrote his sister Helena to Max Lange in January 1885, "he was averse to any social intercourse and confined himself to a gloomy retirement apart from his former friends."

The end came on the afternoon of July 10, 1884. He had taken a long walk and returned for a bath. He remained so long in the bathroom that Mrs. Morphy grew alarmed and went up, to find him dead in the bath. The cause was congestion of the brain, following the shock of cold water to an overheated body. The funeral took place very quietly the next day, only relatives and a few friends being present.

It is of little profit to discuss the questions to what class Morphy's mania belonged and what caused it. It was obviously melancholic, seeking solitude and imagining persecution. All the evidence points to its having been harmless, except to the unhappy sufferer, and it was such that no doctor could justifiably have certified him insane. With regard to the cause, the man in the street will doubtless continue to say, Chess. Those who knew Morphy best, and the doctors who treated him, did not think so. The growing aversion from the game, first noted towards the end of 1858 and culminating about eleven years later, is certainly a curious phenomenon. But there are these considerations to be noted. Firstly, Morphy had some reason to be disgusted with, not chess, but chess-masters, whom he found of a very different character from himself. He set out, very young, generous, and high-spirited, recognizing, as he said himself, no incentive but reputation, and met not fellow-knights but tortuous acrobats of the pen, slingers of mud, and chess-sharpers.* Granted he also met very decent gentlemen such as Anderssen, Löwen-

* Morphy did not have to wait until he came to Europe to be disillusioned. "When he went to the New York tournament in 1857," J. A. Galbreath says, "he had his first experience of mean and petty chess jealousy. He found out for the first time that there were persons who did not have the same lofty ideas about the game that he had, and it was a great shock to the young gentleman" (*American Chess Bulletin*, October 1908).

thal, and the majority of the leading amateurs in London and Paris. But the mean wounds inflicted by the other sort did not readily heal. Secondly, he always kept himself pure from any taint (as he rightly or wrongly imagined it to be) of professionalism in chess, yet was constantly being, if not called, at least looked on as a professional. And, lastly, he was ambitious in the career he had chosen for himself in life, and, failing in that through an unfortunate combination of circumstances, laid the blame upon chess.

The disappointed ambition was assuredly a cause of Morphy's sad fate. It was not a fact that he gave up being a good chess-player in order to become a bad lawyer, as has sometimes been said. He made an exceptionally brilliant start in the law, and had every reason to expect that when he settled down in New Orleans a fine career would lie before him. But there came in the way the narrow-mindedness of his fellow-men, who would persist in seeing in him the chess champion and nothing more; and, on the top of that, the War of Secession, with a further blighting of his hopes. A super-sensitive nature like his was ill-fitted to stand such trials.

The same excess of feeling affected him in family life, it is clear, and led to a state of affairs which reacted on him generally. Something in his position as regards his brother-in-law, administrator of his father's estate, offended him and preyed upon his mind. We do not know how far this unfortunate state of mind had developed before his third visit to Paris, though Mrs. Morphy's wish for him to go thither suggests that affairs were not comfortable in New Orleans just then. After his return in 1868 matters certainly grew worse. Gradually his supposed grievance against Sybrandt worked him up to his absurd lawsuit and his charges of attempts to poison him. The lawsuit must have been at least partly responsible for the pecuniary embarrassment into which he is known to have fallen, causing him to part with some of his chess trophies, such as his presentation watch, which later became the property of Arnous de Rivière. Whether or not he suffered in addition from a crossing in love we cannot undertake to say. We have no further evidence than the

statement already quoted. Mere rumours crediting him with an excessively ardent disposition need not concern us. But at least it is unlikely that he was deficient on this side of his nature.

After all, being a genius, Morphy could not be expected to escape from the penalty of genius—which is not madness, but a capacity for suffering which the eminently sane but otherwise not eminent do not possess.

* * * * *

What manner of man was Morphy, who in so short a time—practically between his twentieth and twenty-second years—made so tremendous an impression on a world which pays little attention to the art of which he was an exponent? We have heard Edge's description of him. The same writer neatly compares him, when engaged in play against the great players of Europe, with "Narcissus defying the Titans."

Here is a description of him by the Rev. G. A. MacDonnell, originally contributed by him under the title of "Mars" to the *Illustrated Sporting and Dramatic News*. MacDonnell is speaking of his first meeting with Morphy at Simpson's in June 1858, when Morphy had just come in to play Barnes:

"Unlike some other notabilities, he did not immediately unbonnet himself to display his capacious forehead. . . . He was, literally speaking, canopied with a huge, broad Panama hat, and wore a light suit of clothes, seemingly of fine grey linen; he was neat in his dress and gentlemanly in demeanour. Upon taking his seat at the board he doffed his hat and revealed to my sight a large and well-proportioned head. His brow was remarkably fine and massive, broad as well as lofty. His eyes were dark—neither prominent nor deeply set—but very luminous, and, better still, very pleasant in expression. Just above them rose those bumps which are supposed to betoken the possession of the calculating faculty. The lower part of the face, and particularly the firmly set jaw, indicated, if not obstinacy, considerable determination of character. His smile was delightful; it seemed to kindle up the brain-fuel that fed his eyes with light, and it made them shoot forth most brilliant rays. Morphy was short

of stature but well and even gracefully proportioned, save that his hands and feet were preternaturally small, the former being very white and well-shaped."

Falkbeer thus described Morphy in the *Deutsche Illustrierte Zeitung* in 1881 :

"His image is vividly recalled to my memory as I first made his acquaintance in London in 1858. Of slight figure, below middle height, with fresh and youthful features delicately shaded by the first dawn of an incipient moustache, always plainly dressed, he appeared much younger than he really was. One would certainly have taken him rather for a schoolboy on his vacation than for a chess adept who had crossed the Atlantic for the express purpose of defeating, one after another, the most eminent players the world then knew."

Morphy's "chess-board manners" were admirable. The game before him absorbed him, and he had no tricks to irritate or distract his opponent. The habit, which he had in common with Buckle and certain other great players, of looking up when he felt sure of a win might be somewhat disconcerting to opponents who knew what the look meant ; but where one party to a game sees a win it is time for the other to recognize a loss. After the conclusion of a game Morphy was fond of playing it through again with his adversary. To this was partly due his remembrance of his past games. But also he had a prodigious natural memory (not confined to chess), which extended to the games of others besides his own. He was by nature a very quick player, as might be expected. He knew also how to be slow, as in some of his match-games with Anderssen, for instance. But these were the days before the time-limit. His staying-power was marvellous, of which there is no better proof than his ten hours' blindfold performance in Paris.

Observers differ as to Morphy's interest in things outside chess during the period of his great adventure in 1858-9. MacDonnell, for instance, says :

"I cannot record any remarkable saying of Morphy's, because I never heard him utter any ; he was, indeed, eminently taciturn, seldom if ever opening his lips, and only

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doing so to make some remark about chess. . . . On one occasion he lunched with Mr. Boden, and afterwards, as they were proceeding to the Divan, they passed by Westminster Abbey, whereupon Boden pointed it out to him and asked him if he had seen the interior. 'No,' said Morphy, 'I have not.' 'Would you like to go in now?' 'No,' was the reply, 'I don't care for it.' Such was his absorption in his darling pursuit."

Edge, on the other hand, who claims to have been almost constantly with Morphy in London, states that they visited "all the lions," and that no subject was referred to by him less than chess—it being other people who would insist on talking chess to Morphy. Similarly in Paris he wished to see all that was to be seen, and owed his bad start against Harrwitz to unduly late hours. Withal he was generally very abstemious, and provoked "Old Lowe" to say about him that it was no wonder he played so well. "He never drinks anything stronger than coffee, never smokes even a cigarette, and always goes to bed before midnight." There was some exaggeration in this, though the statement about his never smoking seems to be true.

Finally, we may quote what Maurian wrote in his obituary notice of his friend for the New Orleans *Times-Democrat* :

"Paul Morphy was never so passionately fond, so inordinately devoted to chess as is generally believed. An intimate acquaintance and long observation enables us to state this positively. His only devotion to the game, if it may be so termed, lay in his ambition to meet and to defeat the best players and great masters of this country and of Europe. He felt his enormous strength, and never for a moment doubted the outcome. Indeed, before his first departure for Europe he privately and modestly, yet with perfect confidence, predicted to us his certain success, and when he returned he expressed the conviction that he had played poorly, rashly—that none of his opponents should have done so well as they did against him. But, this one ambition satisfied, he appeared to have lost all interest in the game."

* * * * *

“He felt his enormous strength, and never for a moment doubted the outcome.”

There will always be two extreme schools of thought among chess-players concerning Paul Morphy, that which considers Morphy perfectly justified in his confidence and looks on him as the greatest genius at the game there ever was or ever is likely to be, and that which—while, of course, admitting him to be a genius—refuses him a class to himself and attributes his phenomenal success to the weakness of most of his opponents and the poor form of the others. In the former school is naturally found the *laudator temporis acti*; in the latter, many a would-be Morphy of to-day who is not free from that worst fault of chess-players, jealousy.

The present writer has no ambition to take part in the controversy as to the exact status of Morphy in the chess hierarchy. He prefers to call the evidence of two masters who succeeded Morphy in the world's championship, Steinitz and Lasker, of whose competence to form an opinion there cannot be a doubt. As they hesitate to embrace extreme opinions, we may be content to follow.

Steinitz says: “Morphy's career marks a grand epoch in the history of our pastime, and a careful study of his games will always be essential for the purpose of acquiring a complete knowledge of the direct attack against the King, which forms a most important element in mastering our science. . . . If Morphy were alive and were to be the leading spirit of our day, as he was the superior of his own, he would of necessity cultivate and extend the system which has been developed since his time. He would probably have been the very first to make improvements or to perceive and acknowledge them in the practice of others, instead of reverting to the methods of the old school, as maintained by some critics.” *

Steinitz also says: “There are clear indications in his match-style of that steady pressure and studious regard for the balance of position which requires an almost instinctive

* It is interesting to note, in this connexion, the verdict of the Régence players, as reported by Edge, that Morphy was not brilliant like La Bourdonnais, but “*solide*, close, and analytical.”

judgment in its application, and which has been cultivated and trained to a much higher degree since the Morphy period. . . . It appears that Morphy, as far as his match-play is concerned, has received credit and praise for faults which he did not possess [such as creating positions, against his strongest opponents, in which sacrifices formed a distinct feature], while his really admirable qualities have been almost ignored."

Lasker attributes Morphy's success to the scientific application of logical principles and his victories not to subtle combinations or a natural intuition, but to a gradual development of forces which crushed his opponent with cumulative effect. "This rather controverts the popular belief that Morphy was a genius and owed his success solely to superior natural gifts and powers of intuition." To Lasker Morphy is "the rational player."

The cynical will note with amusement that both masters attribute to Morphy's play the characteristics pre-eminently associated with their own. But, in truth, there is a common motive power in all great chess, however it may be disguised by such labels as "intuitive," "analytical," "logical," "rational," etc. These labels are only false in being insufficiently descriptive.

* * * * *

Above everything, Morphy was an artist; and the best way to enjoy an artist is not to dissect him.

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* These two books are the same work, except for a few additions in the English edition. The author is Frederick Milns Edge, of whom mention will be found in the Biography.

† I have not had the opportunity of consulting this only recently published work—P.W.S.

ABBREVIATIONS

The following abbreviations are used in the notes on the games :

<i>A.C.B.</i>	= <i>American Chess Bulletin</i> (New York).
<i>A.C.M.</i>	= <i>Chess Monthly</i> (New York, 1857–61).
<i>B.C.M.</i>	= <i>British Chess Magazine</i> (Leeds).
<i>Brentano</i>	= <i>Brentano's Chess Monthly</i> (New York, 1881–82).
<i>C.C.</i>	= <i>Chess Players' Compendium</i> , by William Cook.
<i>C.M.</i>	= <i>Chess Monthly</i> (London, 1879–96).
<i>Common Sense</i>	= <i>Common Sense in Chess</i> , by Dr. Emmanuel Lasker.
<i>I.C.M.</i>	= <i>International Chess Magazine</i> (New York, 1885–91).
<i>J.L.</i>	= <i>Morphy's Games of Chess</i> , by J. J. Löwenthal.
<i>M.C.I.</i>	= <i>Modern Chess Instructor</i> , by W. Steinitz.
<i>M.C.O.</i>	= <i>Modern Chess Openings</i> , by R. C. Griffith and J. H. White.
<i>M.L.</i>	= <i>Paul Morphy</i> , by Dr. Max Lange.
<i>Maroczy</i>	= <i>Paul Morphy</i> , by Geza Maroczy.

PART I

SECTION I

AMERICAN CHESS CONGRESS GAMES

THE first Chess Congress ever held in the United States opened on the evening of October 5, 1857, and play began next day. The sixteen competitors in the principal tournament were: W. S. Allison, S. R. Calthrop, D. W. Fiske, W. J. A. Fuller, H. Kennicott, H. Knott, T. Lichtenhein, N. Marache, A. B. Meek, H. P. Montgomery, P. Morphy, L. Paulsen, F. Perrin, Dr. B. I. Raphael, C. H. Stanley, and J. Thompson—all residents in the States, though Lichtenhein was born in Prussia, Marache in France, Fuller, Perrin, Stanley, and Thompson in England, and Paulsen had only come over from Germany three years previously.

The tournament concluded on November 10, the first prize going to Morphy, the second to Paulsen, the third to Lichtenhein, and the fourth to Raphael. The system adopted was similar to that of the London Tournament of 1861, drawn games being entirely ignored. The full table was as follows:

Round I	II	III	IV
Morphy	Morphy	Morphy	Morphy
Thompson	3—0—0	3—0—0	3—0—1
Meek	Meek		
Fuller	3—2—0		
Lichtenhein	Lichtenhein	Lichtenhein	
Stanley	3—2—0	3—0—0	
Perrin	Perrin		
Knott	3—2—2		
Paulsen	Paulsen	Paulsen	
Calthrop	3—0—0	3—0—0	
Montgomery	Montgomery		
Allison	3—1—0		
Fiske	Marache		
Marache	3—2—0	Raphael	
Kennicott	Raphael	3—2—2	
Raphael	3—2—1		
			Paulsen
			3—0—1
			Lichtenhein
			Raphael
			Lichtenhein
			3—0—0

GAME I

1st Round, New York, Oct. 6, 1857

GIUOCO PIANO

White : Black :

THOMPSON * MORPHY

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 B—B4 B—B4
 4 P—Q3 Kt—B3
 5 Kt—B3 P—KR3

A move of a type more fashionable then than now. The loss of time involved can no doubt be spared against a weak opponent. 5..P—Q3 is usual. If then 6 B—KKt5 P—KR3, and Black has nothing to complain about.

6 Kt—K2 P—Q3

He could have played 6..P—Q4, White's 6th move having been inferior to B—K3.

7 P—B3 Castles
 8 P—KR3 K—R1
 9 Kt—Kt3

Better, in view of Black's obvious intention, was 9 B—Kt3, Kt—R2 ; 10 P—Kt4.

Kt—R2
 10 Q—B2

Hoping, perhaps, for 10..P—B4 ; 11 P×P, QB×P ? ; 12 Kt×B, R×Kt ; 13 P—Q4—and overlooking Morphy's much superior 11th move. 10 B—K3 was correct.

* James Thompson, b. London, 1808 ; went to U.S., 1815 ; on visits to Europe, 1840, 1850, won majority out of some 100 games, receiving Pawn and move from Kieseritzky ; was at the time of the Congress a restaurant proprietor in New York ; d. New York, 1870. See Pt. I., Sec. 7 for his match with Morphy at the odds of Kt, 1859.

P—B4
 11 P×P P—Q4 !
 12 B—Kt3 P—K5
 13 P×P

J. L. suggests the heroic remedy of 13 Kt×P.

P×P
 14 Kt—Kt1 ? ? Kt—K4
 15 B—K3 Kt—Q6ch
 16 K—K2 B×B
 17 P×B Q—R5
 18 Kt×P Q×Kt
 19 Q×Kt Q×KtPch
 20 K—Q1 B×P
 21 Q—K2 Q×R

White resigns.
 Morphy makes a dreadful example of his opponent in this game.

[Time, 1 hour]

GAME II

1st Round, Oct. 7, 1857

SICILIAN DEFENCE

White : Black :

MORPHY THOMPSON

1 P—K4 P—QB4
 2 Kt—KB3 Kt—QB3
 3 P—Q4 P×P
 4 Kt×P P—K3

Not commendable, though played by Anderssen in the 9th match game against Morphy. See Morphy's treatment of it there.

5 B—K3 B—K2
 6 Kt—QB3 P—KR3 ?
 7 B—Q3 P—Q4 ?

The danger of this advance in many of the early positions in the Sicilian is notorious. Black should have his Kt on KB3 by now.

8 B—QKt5 B—Q2

Q—Q3 (or even Q2) would save the P, though Black would still suffer from his bad opening strategy.

9 P × P	P × P
10 Kt × P	Kt—B3
11 Kt × Ktch	B × Kt
12 P—QB3	Castles
13 Castles	Q—B2
14 Q—R4	KR—K1
15 QR—Q1	

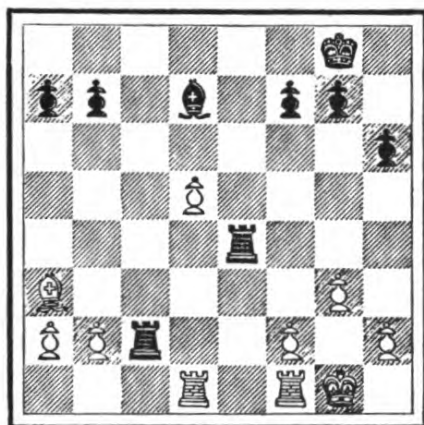
15 Kt × Kt was better, because, as the game actually went, Black could probably have drawn by Bs of opposite colours. White's threat (after 15 QR—Q1) of Kt × Kt and, if P × Kt, then R × B, is easily parried.

	R—K5
16 B × Kt	B × B
17 Q—B2	B—K4
18 P—KKt3	B × Kt
19 P × B	

He must play to avoid the draw, which 19 B × B made practically certain.

	Q—K2
20 P—Q5	B—Q2
21 B—B5	R—QB1
22 B × Q	R × Q
23 B—R3	

Position after White's 23rd move



P—QKt4 ?

Here Black misses his opportunity. 23.. B—Kt5 ; 24 R—B1 (if KR—K1, 24.. B × R ; 25 R × R, B—B6 !), R—Q7 ; 25 P—Q6, B—Q2 gives a draw. Similarly, if White plays 24 QR—K1, R—Q5 is sufficient.

24 KR—K1	P—B4
25 P—B3	R × Rch
26 R × R	R—Q7
27 P—Q6	P—QR4
28 B—B5	P—Kt5
29 R—K7	R—Q4
30 B × P	P × B
31 R × B	K—B1
32 R—Kt7	R—Q5
33 K—B2	R × P

33.. R—Q7 ; 34 K—K3, R × KtP obviously loses, White replying 35 R—Kt8ch.

34 R × QKtP	R—Q7ch
35 K—K3	R × RP
36 P—R4	R—QB7
37 P—R5	R—B4
38 R—QR4	K—K2
39 P—QKt4	R—B1
40 P—Kt5	R—QKt1
41 P—R6	K—Q2
42 P—Kt6	K—B3
43 P—Kt7	K—Kt3
44 P—R7	R—K1ch
45 K—B4	K × P
46 P—R8(Q)ch	R × Q
47 R × R	K × R
48 K × P	Resigns

[2½ hours]

GAME III

1st Round, Oct. 8, 1857

GIUOCO PIANO

White :	Black :
THOMPSON	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3

2/13/20

3 B—B4 B—B4
 4 P—B3 Kt—B3
 5 P—Q3 P—Q3
 6 P—KR3

6 QKt—Q2 or B—K3 is better here.

7 B—K3 B—K3
 7 B—Kt3 P—Q4

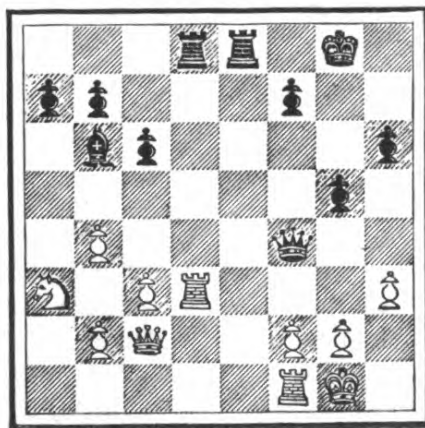
Black develops while White loses time. White should have played Q—K2 either on his 7th or on his 8th move. Now he exchanges and leaves himself with a weak P at Q3.

8 P×P B×QP
 9 Castles Castles
 10 B—Kt5 B×B
 11 P×B P—KR3
 12 B—R4 P—KKt4
 13 B—Kt3 P—K5!
 14 Kt—K5

He cannot afford 14 P×P

 Kt×Kt
 15 B×Kt P×P
 16 B×Kt Q×B
 17 Q×P QR—Q1
 18 Q—B2 KR—K1
 19 P—QKt4 B—Kt3
 20 Kt—R3 Q—B5!
 21 QR—Q1 P—QB3
 22 R—Q3 ?

Position after White's 22nd move



He had nothing better than 23 P—QKt3, so as to get his Kt into play at B4. But his game was bad anyhow.

 B×Pch
 23 K—R1 R×R
 24 Q×R R—K6
 25 Q—Q8ch K—Kt
 26 Q—Q4ch

If 26 Q—Q7 (to stop R×Pch), then B—Kt6; 27 R—KKt1, Q—B7; 28 Q—Q1, B—K4; 29 Q—Kt4, R—K8.

 Q×Q
 27 P×Q R—K7
 28 Kt—B4 R—K8
 29 R×R B×R
 30 Kt—R5 B×P
 31 Kt×KtP K—B3
 32 Kt—Q8 P—B4
 33 Kt—B6 K—K3
 34 P×P B×P
 35 P—KKt4 K—Q4
 36 Kt—Q8 P—B3
 37 K—Kt2 P—QR4
 38 K—B3 P—R5
 39 K—K2 B—Q5
 40 K—Q3 B×P
 41 Kt—B7 B—K4
 42 K—B2 K—B5
 43 Kt—Q8 P—R6
 44 Kt—Kt7 P—R7
 45 Kt—R5ch K—Kt5
 46 Kt—Kt3 K—R6

White resigns.

[2½ hours]

GAME IV

2nd Round, Oct. 15, 1857

RUY LOPEZ

White : Black :
 MEEK MORPHY
 1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3

3 B—Kt5 Kt—B3

In his early games Morphy does not play the "Morphy" Defence. For the first recorded instance of his doing so, see the 2nd match game with Anderssen.

4 P—Q3 B—B4

A favourite move with Morphy against White's P—Q3 in the Lopez. The best continuation perhaps is 5 B—K3, B×B; 6 P×B, P—Q3; 7 Castles, as recommended by Schlechter. But the move played by Meek* held the field formerly. See note on move 6 of the 2nd Anderssen-Morphy game.

5 P—B3 P—Q3?

Incorrect, because White could have continued 6 P—Q4, P×P; 7 P×P, B—Kt5ch; 8 K—B1, with the superior game. 5...Q—K2 is usually given as best; but Anderssen's 5...Castles is less cramping and won him some fine games.

6 P—QKt4?	B—Kt3
7 P—QR4?	P—QR3
8 B—QB4	B—K3
9 B×B	P×B
10 Castles	Castles
11 Kt—Kt5	Q—K2
12 K—R1	P—R3
13 Kt—KR3	P—Q4

Black has now much the better development, White having yet to bring out his Q side pieces.

14 B—R3	Kt—Q1
15 P—Kt5?	B—B4
16 B—Kt2	QP×P
17 P—Q4	KP×P
18 BP×P	B—Q3
19 Kt—B3	P×P
20 P×P	Kt—B2

* Judge A. B. Meek, b. 1814; President of the American Chess Congress.

21 Q—K2	Q—Q2!
22 Kt×P	Kt×Kt
23 Q×Kt	Q×P
24 QR—Kt1	Q—Q4
25 Q—Kt4	R—R5
26 Kt—B4	

Losing a piece; but even after 26 P—B4 Black has a marked superiority.

	Q—K5
27 B—B1	B×Kt

He might also play 27...Q×R.

28 B×B	R×P
29 Q—R3	Q×B

White resigns.

[1 hour]

GAME V

2nd Round, Oct. 16, 1857

FRENCH DEFENCE

White :	Black :
MORPHY	MEEK
1 P—K4	P—K3
2 P—Q4	P—KKt3?
3 B—Q3	B—Kt2
4 B—K3	Kt—K2

Anderssen continued here 4...P—QB4 (Game LIX).

5 Kt—K2	P—Kt3
6 Kt—Q2	B—Kt2

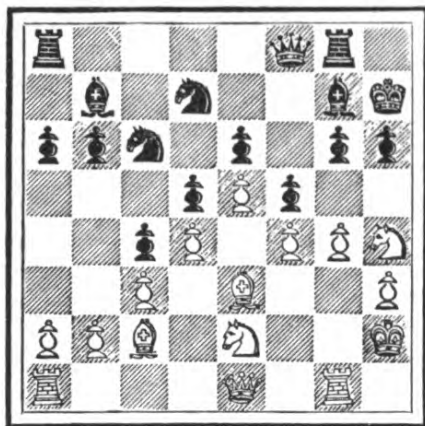
It is difficult to imagine why any player should burden himself with the Double Fianchetto Defence. Morphy's procedure against it is interesting.

7 Castles	P—Q4
8 P—K5	Castles
9 P—KB4	P—KB4
10 P—KR3	Kt—Q2
11 K—R2	P—B4

12 P—B3	P—B5
13 B—QB2	P—QR3 ?
14 Kt—B3	P—R3
15 P—KKt4	K—R2
16 R—KKt1	R—KKt1
17 Q—K1	Kt—QB3 ?
18 Kt—R4	Q—KB1

18..Kt—B1 was compulsory.

White to make his 19th move



19 Kt × KtP K × Kt

If 19..Q—B2; 20 P × P, P × P;
21 Kt—R4, Kt—K2; 22 Kt × P,
Kt × Kt; 23 Kt—Kt3, etc.

20 P × Pdbl.ch	K—B2
21 P × Pch	K × P
22 P—B5ch	K—K2
23 Q—R4ch	K—K1
24 P—B6	B × P
25 P × B	R × R
26 R × R	Kt × BP
27 B—Kt6ch	K—Q2
28 B—B5ch	K—K1
29 B × P	Q—R1
30 R—Kt7	Kt—KKt1

White mates in 3.

[1½ hours]

GAME VI

2nd Round, Oct. 17, 1857

SCOTCH GAMBIT

White :	Black :
MEEK	MORPHY

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 P—Q4	P × P
4 P—B3	

The Goring Gambit, which Morphy cheerfully accepts. 4..P—Q6 is considered the safe reply. 4..Kt—B3 transposes into an inferior variation of the Ponziani. Probably 4..P—Q4 is the best move of all.

	P × P
5 Kt × P	B—B4

In reply to White's unusual 5th move (5B—QB4 being correct) Black might well have pinned the Knight.

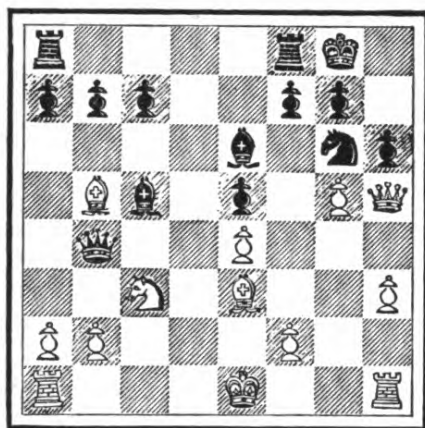
6 B—QB4	P—Q3
7 P—KR3	

And this is a Gambit opening! In nothing was Morphy so fortunate as in the frequency with which his opponents played P—R3.

	B—K3
8 B—QKt5	Kt—K2
9 Kt—Kt5	Castles
10 Q—R5	P—KR3
11 Kt—B3	Kt—Kt3
12 P—KKt4	QKt—K4!
13 Kt × Kt	P × Kt
14 P—Kt5	Q—Q5
15 B—K3	Q—Kt5

White must surely have recognized by this time that it was Black who had the attack.

Position after Black's 15th move



16 B × B	Q × KtP !
17 Castles	Q × Kt
18 B × R	R × B
19 QR—B1	Q—Kt7
20 B—B4	Kt—B5
21 Q—Q1	

If 21 Q—R4, P × P ; 22 Q—Kt3, B × B, etc.

	Kt × Pch
22 K—Kt2	Kt—B5ch
23 K—R1	Q—Kt3
24 P × P	

24 B × B, Q × B ; 25 Q—B3 would have prolonged the game.

	B × B
25 P—R7ch	K × P
26 Q—Kt4	Q—R3ch
27 K—Kt1	B × R
28 R × B	R—Q1
29 P—R4	R—Q3
30 P—B3	R—KKt3
31 K—B2	Black mates in 3 moves.

[1½ hours]

GAME VII

3rd Round, Oct. 22, 1857

SCOTCH GAMBIT

White : Black :

LICHTENHEIN * MORPHY

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 P—Q4	P × P
4 B—QB4	Kt—B3

Obtaining a well-known position in the Two Knights' Defence. Castling is White's best reply. After that he can get the Max Lange attack if Black plays 5...B—B4. The actual variation played has, after five moves on each side, only a superficial likeness to the Max Lange; and the attack is soon in Black's hands.

5 P—K5	P—Q4
6 B—QKt5	Kt—K5
7 Kt × P	B—Q2

A very complicated line arises here from 7...B—QB4 ; 8 Kt × Kt, B × Pch.

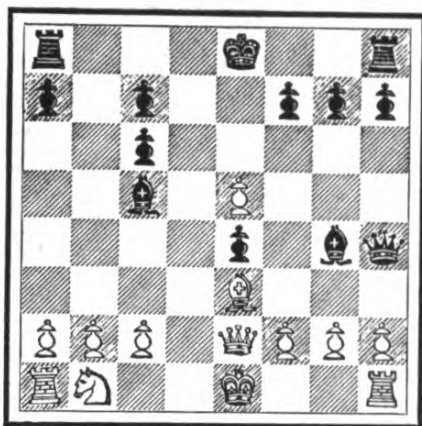
8 Kt × Kt	P × Kt
9 B—Q3	B—QB4
10 B × Kt	Q—R5 !
11 Q—K2	P × B
12 B—K3	

This was White's last chance of Castling.

B—KKt5

* Theodor Lichtenhein, b. Königsberg, Prussia, 1829 ; settled as a young man in New York ; at time of the Congress, of established fame as a player ; President, New York Chess Club, 1858 ; d. 1874.

Position after Black's 12th move



13 Q—B4 B×B
14 P—KKt3

If 14 Q×QBPch, B—Q2; 15 Q×Rch, K—K2; 16 P—KKt3, B×Pch; 17 K×B, P—K6ch; 18 K—K1 (18 K—Kt1, P—K7!), Q—Kt5ch; 19 P—B3, Q×KtP—and White is lost.

	Q—Q1
15 P×B	Q—Q8ch
16 K—B2	Q—B6ch
17 K—Kt1	B—R6
18 Q×QBPch	K—B1
19 Q×Rch	K—K2

White resigns.

[45 minutes]

GAME VIII

3rd Round, Oct. 23, 1857

PETROFF'S DEFENCE

White :**Black :**

MORPHY

LICHTENHEIN

1 P—K4	P—K4
2 Kt—KB3	Kt—KB3
3 B—B4	Kt×P
4 Kt—B3	P—Q4

Morphy offers the Boden-Kieseritzky, which Lichtenhein declines, with a move of which he is said to have been the originator.

5 B×P

The *Handbuch* continuation here was 5 QKt×P, P—B3; 6 Kt—K3. Morphy's line seems as good.

	Kt—KB3
6 B—Kt3	B—Q3
7 P—Q3	Castles
8 P—KR3	P—KR3 ?
9 B—K3	Kt—B3
10 Q—Q2	

Steinitz claims that P—Kt4 at once is better, for if then 10...Kt—QR4; 11 P—Kt5, P×P; 12 Kt×P, with a strong attack.

	Kt—QR4
11 P—Kt4	Kt×B
12 RP×Kt	B—Q2
13 R—KKt1	Kt—R2
14 Kt—K4	K—R1
15 P—Kt5	

The beginning of a regular Morphy attack against a player he knows to be inferior to himself. See move 18.

	P—KR4
16 Kt—R4	P—KKt3
17 Q—K2	B—B3 ?

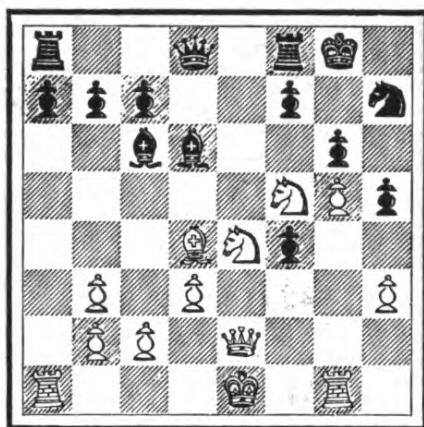
It is this move which allows White to offer a Knight on move 20.

18 P—KB4

Called by Steinitz "hazardous and unsound"; but it must be allowed that it is very difficult to meet. *M.L.* suggests 18...B×Kt.

	P×P
19 B—Q4ch	K—Kt1
20 Kt—B5	

Position after White's 20th move



R—K1

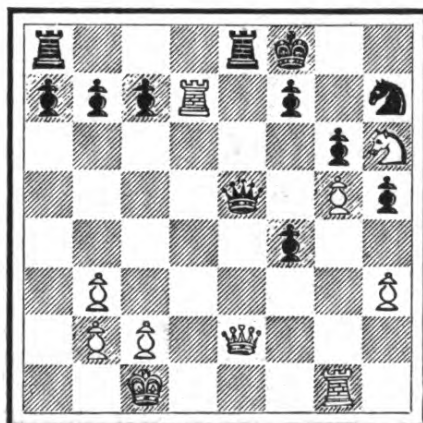
If 20..P×Kt; 21 Kt—B6ch wins.

21 Kt—R6ch K—B1
 22 Castles B×Kt

If 22..Kt×P, Maroczy suggests
23 Kt×P, Kt×Kt; 24 R×P.

23 P×B Q—K2
 24 P—K5! B×P
 25 B×B Q×B
 26 R—Q7

Position after White's 26th move



Q—Kt2

Black's best line of defence is 26..
Kt×P; 27 R×Kt, Q—B3; 28

Q—B4 (if 28 Q×P, QR—Q1!),
 R—K8ch; 29 K—Q2 (if 29 R—Q1,
 R×Rch; 30 K×R, R—Q1ch),
 R—K2; 30 R×R, Q×R; 31 R—
 K5, Q—B3.

27 Q—B4 R—K2
 28 R×R K×R
 29 R—K1ch Resigns

[3 hours]

GAME IX

3rd Round, Oct. 24, 1857

QUEEN'S GAMBIT DECLINED

White : Black :

LICHTENHEIN MORPHY

1 P—Q4 P—Q4
 2 P—QB4 P—K3
 3 Kt—QB3 Kt—KB3
 4 Kt—B3 P—B4

A move praised by Teichmann as forcing White to play P—K3 before bringing out his Q.B. White can, however, play 5 BP×P, KP×P; 6 B—Kt5, as Schlechter has done on various occasions. 5 B—Kt5 was temporarily rehabilitated by Pillsbury at Cambridge Springs, 1904, when he played against Lasker 5 B—Kt5, BP×P; 6 Q×P,* Kt—B3; 7 B×Kt. But Lasker's 6th move was a mistake. The right continuation was shown in the game Eric Cohn—Teichmann, Carlsbad, 1907, which continued 6..B—K2; 7 P×P, P×P; 8 P—K4, Kt—B3; 9 B—Kt5, Castles—with advantage to Black.

* A curious variation arises here from a KKt×P, P—K4; 7 KKt—Kt5 (Griffith and White, *M.C.O.*, 1913, p. 94, col. 27). Probably 7 Q—R4ch is a better move for White there. See note in *Field*, December 26, 1914.

5 P—K3 Kt—B3
6 P—QR3

Burn—Lasker, Hastings, 1895, ctd. :
6 BP × P, KP × P ; 7 B—Q3.

B—Q3

A move which would be censured nowadays, says Maroczy, as it enables White to gain time to develop his Q side. 6..BP × P ; 7 KP × P, P—QR3 was better.

7 QP × P B × P
8 P—QKt4 B—Q3

With the opening so far *cp.* Game CCIX.

9 B—Kt2 Castles
10 Kt—QKt5 B—K2

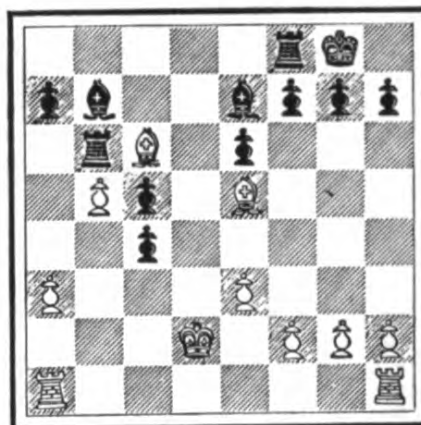
White's last move was of doubtful profit to him. Whether Black should retire the B to K2 or Kt1 is debatable.

11 QKt—Q4 Kt—K5
12 Kt × Kt ? P × Kt
13 B—Q3 P—QB4
14 Kt—Q2 Kt × Kt
15 Q × Kt QP × P

15..B—Kt2 must be stronger. Black plays for complications—which he certainly gets.

16 B—K4 Q × Qch
17 K × Q R—Kt1
18 B—K5 R—Kt4
19 B—QB6 R—Kt3
20 P—Kt5 B—Kt2

If 20..B—Q3 ; 21 B × B, R—Q1 ; 22 K—B3, R × B ; 23 R—Q1, etc. (*M.L.*). 20..P—B6ch, however, is worth consideration.



White to make his 21st move

21 B—B7 P—B6ch
22 K × P

Lichtenhein has been accused of here throwing away a chance of victory. He should play, it is said, 22 K—K1, B × B ; 23 B × R, B × QKtP ; 24 B—R5, B—KB3 ; 25 R—QB1, and White should win. Black has, however, the alternative, on his 23rd move, of B × KKtP. If then 24 R—KKt1, P × B ; 25 R × B, B—B3. Where now is White's win ?

23 B × R B × B
24 K—Q2 B—B3ch
25 P × B RP × B
26 R × B B × R
27 P—QR4 R—B1
28 P—R5 R × P
29 R × P P × P
30 P—B3 P—Kt3
 R—Kt3 ?

An oversight indeed rare with Morphy, who seems to have missed the fact that after 31 R × P, R—Kt7ch, the Rook can interpose ! Black's only winning chance here lies in the rapid entry of his King into the game by 30..K—Kt2, etc. But the critics who talk of a probable win through the extra Pawn

refrain from attempting to prove it.

31 R×P, and the game was ultimately drawn.

[4½ hours]

GAME X

3rd Round, Oct. 26, 1857

QP GAME: DUTCH DEFENCE

White : **Black**

LICHTENHEIM MORPHY

1 P—Q4 P—KB4

Morphy's favourite defence against 1 P—Q4. Cp. three of the games with Harrwitz and Game LXII, with Mongredien.

2 Kt—QB3 Kt—KB3

3 B—Kt5 P—K3

4 P—K4 P×P

Now we have, by transposition, a situation in the Dutch Defence of recent days. White should continue: 5 B×Kt, Q×B; 6 Kt×P, as in Marshall-Jaffe, match-game, 1909. Lichtenheim allows Morphy time to interpose his Bishop at K2.

5 Kt×P B—K2

6 B×Kt B×B

7 Q—R5ch P—Kt3

8 Kt×Bch Q×Kt

9 Q—K5 Q×Q

R—B1 or Castles looks natural; but Morphy plays to give White an exposed Pawn on the fifth rank.

10 P×Q P—Kt3

11 Castles B—Kt2

12 Kt—R3 R—B1

13 R—Kt1 Kt—B3

14 P—KB4 K—K2

15 P—KKt3 P—Q3

16 B—Kt2

Bad play. Why put up with an isolated Pawn at K5?

P×P

17 P×P R—B4

18 KR—K1 R—Q1

19 P—KKt4 R×Rch

20 K×R R—B1

21 B×Kt B×B

22 K—Q2 P—KR3

23 R—K3 P—KKt4

Shutting up the Knight for a time.

24 P—Kt3 R—B8

25 R—K1 R×R

26 K×R B—K5

27 K—Q2

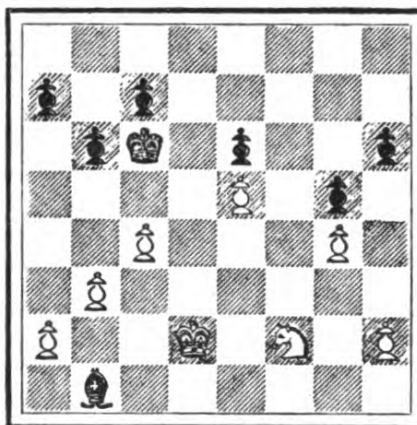
27 P—B4 would have lost a Pawn; but P—B3, followed, when convenient, by P—R3 and P—Kt4, should have drawn.

K—Q2

28 P—B4 K—B3

29 Kt—B2 B—Kt8

Position after Black's 29th move



30 Kt—Q1 B×P

The coming B sacrifice deprives White of all hopes save of a draw. J.L. records that "the two combatants afterwards played several back games from this point, some of

D

which were won by Black, and some were drawn."

31 K—B2	K—B4
32 Kt—B3	B × Pch
33 K × B	P—B3
34 Kt—K2	

Black eventually won, though there is no further score of the game. The advance of the Q side Pawns must decide the issue, enabling Black to turn the hostile centre.

[5 hours]

GAME XI

4th Round, Oct. 29, 1857

SICILIAN DEFENCE

White :	Black :
MORPHY	PAULSEN *

1 P—K4	P—QB4
2 P—Q4	P × P
3 Kt—KB3	P—K3
4 Kt × P	B—B4

4..Kt—KB3 is the usual continuation nowadays.

5 Kt—Kt3

In the 5th and 7th games against Paulsen Morphy played the superior 5 B—K3.

	B—Kt3
6 Kt—B3	Kt—K2
7 B—KB4	Castles ?

This allows the locking up of the

* Louis Paulsen, b. January 1833, at Nassengrund, near Blomberg, Lippe-Detmold; went to U.S. in 1854 with his elder brother Wilfried and became a tobacco-broker; returned to Europe, 1860; d. 1891. His chief chess triumphs were: 2nd prize, London, 1862; 1st, Leipzig, 1877; and two match victories over Anderssen, 1876-77.

QB and QR. 7..P—Q4 seems necessary.

8 B—Q6	P—B4 ?
9 P—K5	P—QR3

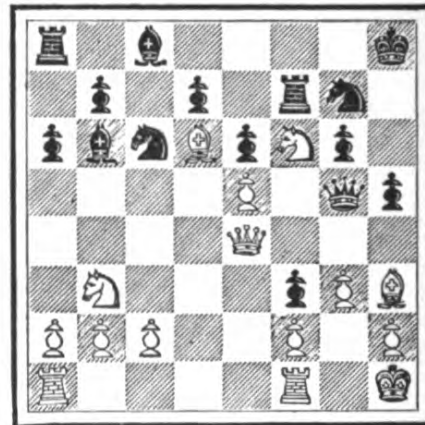
9..B—B2 is better, and if 10 Kt—Kt5, Kt—R3.

10 B—K2	QKt—B3
11 Castles	R—B2
12 K—R1	P—B5 ?
13 Kt—K4	Kt—B4
14 B—R5	P—Kt3
15 B—KKt4	Kt—Kt2

15..Kt × B is J.L.'s recommendation, and if 16 P × Kt, then B—R2 or Kt—K4.

16 Q—B3	P—KR4
17 B—KR3	Q—R5
18 Kt—B6ch	K—R1
19 Q—K4	Q—Kt4
20 P—Kt3	P—B6

White to make his 21st move



21 Kt—Q2! B—Q1

Clearly 21..Q × KKt loses at once. If 21..Kt × P; 22 B × Kt, R × Kt; 23 Kt × P, etc.

22 KKt × P	Q—R3
23 R—KKt1	B × Kt
24 P × B	Kt—K1
25 B—B4	Kt × P

Black's game is hopeless. 25..Q—R2 and Q—B1 are answered by Kt—Kt5 and Q×P respectively.

26 Q×Kt Q×B

If KtP×Q, 27 B×Q, Kt—K5 (Kt—Kt1; 28 B—B4); 28 Kt—K5, Kt×Pch; 29 K—Kt2, R—B3; 30 KR—KB1, etc.

27 Q×Bch R×Q
28 P×Q R×P
29 QR—QB1 R×BP
30 R—B8ch Kt—Kt1
31 Kt—K5 R—Kt2
32 Kt×Pch K—R2
33 Kt—B8ch K—R3
34 Kt×QP R×Kt
35 QR×Kt R×BP
36 B×P R—K2

White mates in 4 moves.

So ends Morphy's first match game with a player undoubtedly of master-strength. But Paulsen mis-managed the opening sadly here.

[5½ hours]

GAME XII

4th Round, Oct. 30, 1857

RUY LOPEZ

White : Black :

PAULSEN MORPHY

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 Kt—B3
4 Castles Kt×P
5 P—Q4

5 R—K1 was in fashion at the time, though Max Lange, among others, advocated the text-move. In reply Lange gave 5..B—K2 as best. What may be called the Morphy Defence Deferred, as played here, is rare. Against it White has the

option of transposing the game into a regular Morphy Defence.

P—QR3

6 B—Q3 P—Q4

7 Kt×P

7 P—B4 has been tried, *e.g.* by Zukertort in a match-game with Rosenthal, 1880.

QKt×P

8 R—K1 B—K3

9 P—QB3! Kt—QB3

10 Kt×Kt P×Kt

11 Q—R4 Q—Q2

12 B×Kt P×B

13 Q×KP B—Q3

14 Kt—Q2

14 B—B4 was best (*M.L.*). White should have seized the chance of challenging one of the hostile Bs.

Castles KR

15 Kt—B3 B—Q4

16 Q—Q3 QR—K1

17 B—Kt5

The objection to 17 B—Q2 at once is Black's reply B×Kt. After 18 Q×B, B×Pch; 19 K×B, Q×B, White cannot recover his Pawn.

Q—Kt5

18 P—KR3 Q—R4

19 B—Q2 R—K3

20 Kt—Kt5? R—Kt3

21 Kt—K4 R×Pch!!

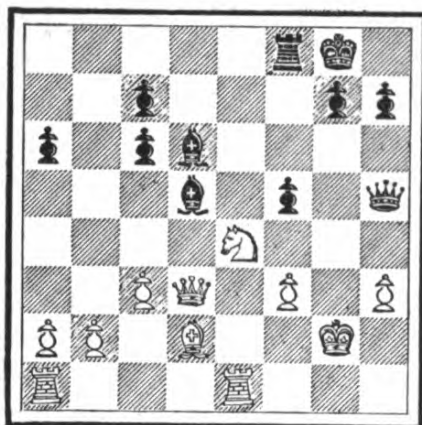
22 K×R P—KB4

23 P—B3 Q—Kt3ch

A slip which throws away the win due after the perfectly sound Rook sacrifice. *J.L.* says: "As soon as the second player had touched the Queen, he remarked that, had he taken the Kt, the contest could not have been prolonged a dozen moves. . . . Black's error consisted in reversing what should have been his 23rd and 24th moves." The

line was 23..P×Kt; 24 R×P (24 P×P, Q—Kt3ch; 25 K—R1, R—B7), Q—Kt3ch; 25 K—R1 R×P, etc.

Black to make his 23rd move



- | | |
|-----------|-------|
| 24 Kt—Kt5 | P—R3 |
| 25 P—QB4 | B—B2 |
| 26 P—KR4 | R—Q1 |
| 27 Q—B2 | P×Kt |
| 28 P×P | B—K3 |
| 29 R—R1 | B—K2 |
| 30 P—B4 | P—B4 |
| 31 QR—K1 | K—B2 |
| 32 R—R3 | B—QB1 |
| 33 K—Kt1 | B—Kt2 |
| 34 B—B1 | R—Q5 |
| 35 P—Kt3 | B—Q3 |
| 36 Q—K2 | R—K5 |
| 37 Q—KB2 | Q—K3 |
| 38 KR—K3 | Q—Q2 |
| 39 Q—R4! | |

Morphy has conducted his game admirably since the accident on move 23. Now White plays a very strong move, which, properly followed up, should have won.

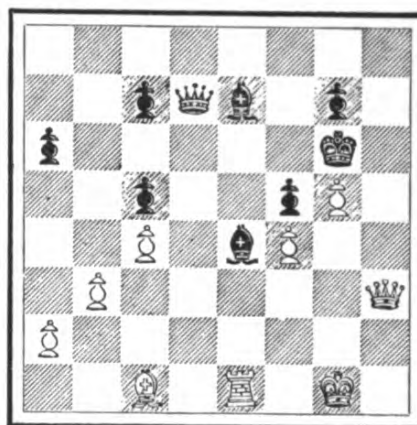
K—Kt3

If 39..R×KBP; 40 P—Kt 6ch, K—Kt1; 41 Q—R8ch, K×Q; 42 R—K8ch and mates in 2. If 39..B×P; 40 R×R, etc. Morphy's

39th was his only possible move; but against it White had 40 R—R3, much superior to his actual move, and it is hard to see how Black could have avoided loss.

- | | |
|---------|------|
| 40 Q—R3 | B—K2 |
| 41 R×R | B×R |

White to make his 42nd move



42 Q—K3

With 42 R×B Maroczy claims a win for White still. If now 42..Q—Q8ch; 43 K—B2, P×R; 44 Q—K6ch, K—R4; 45 Q×B. To this he only notices two replies, Q×B, and Q—B6ch. But there is another, 45..Q—B7ch, which secures the draw. E.g. 46 K—K3, Q×Bch; and White cannot capture the KP. Or 46 K—Kt3; Q—Q6ch; etc.

- | | |
|----------|--------|
| | Q—Q1 |
| 43 Q—R3 | Q—Q5ch |
| 44 B—K3 | Q—B6 |
| 45 Q—B1 | Q—R4 |
| 46 Q—B2 | Q—Kt3 |
| 47 R—K2 | Q—QB3 |
| 48 B—B1 | Q—Q2 |
| 49 R—Q2 | Q—K3 |
| 50 Q—K3 | Q—QB3 |
| 51 B—Kt2 | K—B2 |
| 52 Q—R3 | Q—KKt3 |
| 53 R—R2 | Q—Q3 |

Three more moves (unrecorded) were played, when the game was given up as a draw, at the 3rd sitting.

[15 hours]

GAME XIII

4th Round, Nov. 2, 1857

THREE KNIGHTS' GAME

White : **Black :**

PAULSEN

MORPHY

- | | |
|----------|--------|
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 Kt—QB3 | B—B4 |
| 4 B—Kt5 | |

Probably not so good as 4 Kt×P. as played by Paulsen himself in a match-game with Anderssen, 1870. Anderssen replied 4..B×Pch; 5 K×B, Kt×Kt; and after 6 P—Q4 White secured an advantage. A more recent example is Schlechter-Marshall, Monte Carlo, 1903, where the continuation was 4 Kt×P, Kt—B3; 5 B—K2, Kt×Kt; 6 P—Q4, B—Q3; 7 Castles, Kt—B3; 8 P—K5.

- | | |
|---------|-------|
| | P—Q3 |
| 5 P—Q4 | P×P |
| 6 Kt×P | B—Q2 |
| 7 Kt×Kt | P×Kt |
| 8 B—R4 | Q—R5? |

Had Morphy been older, such a move at this stage against a strong opponent might have been called presumptuous. Through this and the 14th move Paulsen is able to get matters all his own way in one game at least.

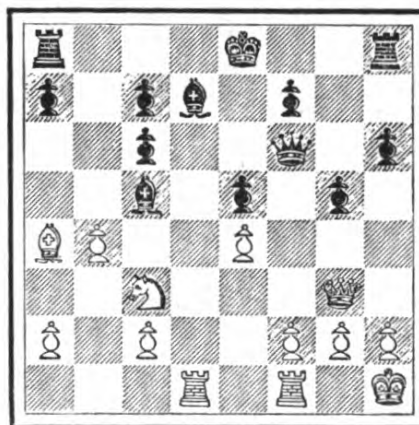
- | | |
|-----------|--------|
| 9 Castles | Kt—B3 |
| 10 Q—B3 | Kt—Kt5 |
| 11 B—B4 | Kt—K4 |
| 12 Q—Kt3 | Q—B3 |

Morphy's objection to early exchanges of Queens is noted elsewhere; but such a move was better here.

- | | |
|-----------|--------|
| 13 QR—Q1! | P—KR3 |
| 14 K—R1 | P—Kt4? |
| 15 B×Kt | P×B |
| 16 P—Kt4 | |

Black dare not capture this P, for then 17 R×B, K×R (B×Kt; 18 R×QBP); 18 Kt—Q5, Q—Q3; 19 Q—R3ch, K—Q1; 20 Kt×B Q×Kt; 21 B×P, etc.

Position after White's 16th move



- | | |
|----------|-------|
| | B—Q3 |
| 17 R—Q3 | P—KR4 |
| 18 KR—Q1 | P—R3 |
| 19 Kt—K2 | R—Q1 |

J.L. suggests 19..P—R4.

- | | |
|----------|-------|
| 20 P—QR3 | P—Kt5 |
| 21 P—QB4 | Q—R3 |
| 22 P—B5 | P—R5 |
| 23 Q—K3 | B—K2 |

If Q×Q, then 24 P×Q, and Black loses a piece on Q2 if he moves the KB.

- | | |
|---------|------|
| 24 P—B4 | KP×P |
| 25 Q×P | Q×Q |
| 26 Kt×Q | R—R3 |

27 Kt—K2 P—B4
27..B—QB1 was better (Maroczy).

28 P—K5 R—K3
29 Kt—B4! R×P
30 R×B R×R
31 B×P B—Q3
32 P×B P×P
33 K—Kt1 K—Q1
34 B×R and wins

[11 hours]

GAME XIV

4th Round, Nov. 4, 1857

SICILIAN DEFENCE

White : **Black :**

MORPHY PAULSEN

1 P—K4 P—QB4
2 Kt—KB3 P—K3
3 P—Q4 P×P
4 Kt×P B—B4
5 Kt—Kt3 B—Kt3
6 Kt—B3 Kt—QB3

In the previous Sicilian Paulsen played 6..Kt—K2.

7 B—KB4 P—K4

Black does not wish to have B—Q6 played against him a second time. But the hole at Q6 nevertheless remains, and Morphy soon plants a Kt there. Paulsen's Sicilian again fails badly.

8 B—Kt3 KKt—K2
9 B—QB4 Castles
10 Kt—Kt5 P—QR3
11 Kt—Q6 B—B2
12 P—QR4 Kt—Kt3
13 Q—Q2 Q—B3
14 R—Q1 Kt—B5
15 Castles P—KR4
16 Kt×B QR×Kt

17 Q×P Kt—Q5
18 Kt×Kt P×Kt
19 Q—B5

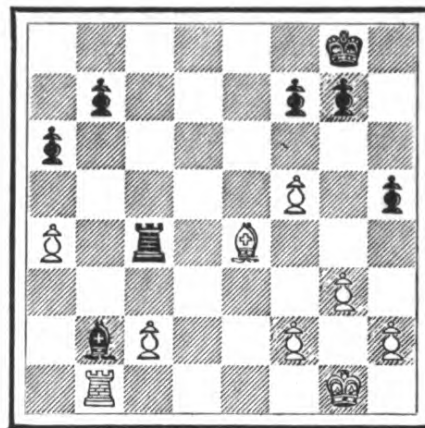
If 19 Q (or R)×QP, B—K4.

Q×Q
20 P×Q B—K4
21 B×Kt

This ultimately wins another Pawn, but it leaves Bishops of opposite colours, a fact of which Paulsen makes skilful use.

B×B
22 R×P B—K4
23 R—K4 B×KtP
24 R—Kt1 KR—Q1!
25 P—Kt3 R—Q5
26 B—Q3 R×R
27 B×R R—B5

White to make his 28th move



28 B×P

White can now get rid of the Bishops of opposite colours by 28 R×B, R×B; but after 29 R×P, R×P; 30 R—Kt8ch, K—R2; 31 R—QR8 he has little prospect of winning.

R×BP
29 B×P B—Q5
30 R—KB1 R—R7
31 B—Kt5 K—R2

32 B—B4 R×RP

33 B×P P—R5

34 K—Kt2

If 34 P×P, Black plays 34..R—R8 just the same.

R—R8

35 B—Kt6ch K—Kt1

Here K—R3 would have lost, for then 36 R×R, B×R; 37 P—B4 P×P; 38 P×P, B—B3; 39 P—Kt4, followed by K *via* B3 to B7 and P—Kt5ch.

36 R×R B×R

And the game was drawn

Although White has 2, and might have 3, Pawns more than Black, he cannot win.

[6 hours]

GAME XV

4th Round, Nov. 6, 1857

SICILIAN DEFENCE

White :

Black :

MORPHY

PAULSEN

1 P—K4

P—QB4

2 Kt—KB3

P—K3

3 P—Q4

P×P

4 Kt×P

B—B4

5 B—K3

After two trials of 5 Kt—Kt3, Morphy now adopts a better move.

Q—Kt3

6 Kt—Kt5

6 Kt—QB3 is better. See Game XVII.

Kt—KB3

If 6..B×B; 7 Kt—Q6ch, K—B1; 8 P×B, Q×Pch; 9 Q—K2, Q×Qch; 10 B×Q, Kt—QB3, Black seems to have quite a good game.

7 B×B Q×B

8 Kt—Q6ch K—K2

9 Kt×Bch R×Kt

10 B—Q3 Kt—B3

11 Castles P—KR4

12 Kt—Q2 P—R5

13 P—KR3 P—KKt4

14 P—R3 R—KKt1

15 P—QKt4 Q—Kt3

16 Kt—B4 Q—B2

17 P—KB3 Kt—K4

17..Kt—KR4 is much stronger; or, if not here, it should have been played two moves later.

18 Kt×Kt Q×Kt

19 Q—Q2 R—Kt2?

20 QR—Q1 R—Q1

21 Q—B2 P—Kt3

22 P—KB4 P×P

23 Q×BP Q—KKt4

24 R—B2 Q×Q

24..QR—KKt1 would not have been good, because of 25 Q×Q, R×Q; 26 QR—KB1, KR—Kt3; 27 P—K5. But 24..P—K4 promises well for the end-game.

25 R×Q QR—KKt1

26 R—Q2 R—KR1

27 P—K5 Kt—Q4

28 R—Q4 P—B3

29 P×Pch Kt×BP

30 R—QB4! K—Q1

31 P—R4 Kt—Q4

32 B—K4 Kt—B2

33 B—B3 P—Q4?

He does not improve his position by this advance. Yet even after it White finds it impossible to secure an advantage until he forces a passed Pawn on the KR file.

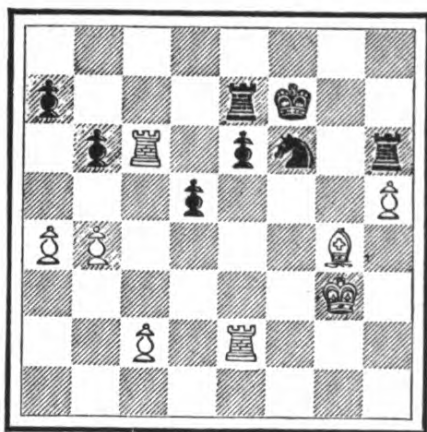
34 R—B6 R—Q2

35 B—Kt4 R—R3

36 R—K2 K—K2

37 K—R2 K—B2
 38 P—Kt3 P×Pch
 39 K×P R—K2
 40 P—R4 Kt—K1
 41 P—KR5 Kt—B3

White to play his 42nd move



42 R(B6)×KP R×R
 43 B×Rch K—Kt2 ?

43..K—B1 is better, though White has then 44 R—K5.

44 B—Kt4 Kt×Pch
 45 B×Kt R×B
 46 R—K7ch K—B3
 47 R×P K—K4
 48 R—R6 R—Kt4ch
 49 K—B3 R—B4ch
 50 K—K2 P—Kt4

Giving up what he cannot save, except at the immediate expense of the game. If 50..R—B3; 51 P—R5, P×P; 52 R×R, K×R; 53 P×P.

51 P×P R—B5
 52 P—B3 P—Q5 !
 53 P—B4 ! R—R5
 54 P—B5 R—R7ch
 55 K—Q3 R—R6ch
 56 K—B2

Avoiding the mate on B4.

R—R7ch
 57 K—Kt3 R—R6ch
 58 K—R4 K—Q4
 59 R—Q6ch K—B5
 60 P—B6 R—R8
 61 R×Pch K×R
 62 P—B7 R—R1
 63 P—Kt6 K—B5
 64 P—Kt7 Resigns.

[10 hours]

GAME XVI

4th Round, Nov. 8, 1857

FOUR KNIGHTS' GAME

White : **Black :**
 PAULSEN MORPHY

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 Kt—B3 Kt—B3
 4 B—Kt5 B—B4

Seldom played now in comparison with the Double Ruy Lopez ; nor approved by the analysts.

5 Castles Castles
 6 Kt×P R—K1

Getting back his lost P, at great cost of position, says Steinitz.

7 Kt×Kt

7 Kt—Q3, holding the Pawn, would cramp White too much. Maroczy - Pillsbury, Nuremberg, 1896, ctd. : 7 Kt—B3, Kt×P; 8 P—Q4, Kt×Kt; 9 P×Kt, B—K2 (B—B1 is better); 10 P—Q5, with an excellent game.

QP×Kt
 8 B—B4

Not so good as, until recently, it was always thought to be. Perhaps White has nothing better than

8 B—K2, giving up the Pawn at once without a struggle.

P—QKt4 ?

This, though Steinitz calls it a forced move, is not correct, as will be seen. 8..Kt×P is worse, it is true, because of 9 Kt×Kt, R×Kt; 10 B×Pch, K×B; 11 Q—B3ch, etc. But Black has another resource. A correspondence game in 1909 between Messrs. H. Erskine and C. E. C. Tattersall continued 8..Kt—Kt5, and Black obtained a winning attack. The game, with the winner's analysis, may be found in *B.C.M.*, November 1909, p. 477-9.

9 B—K2

9 B—Kt3, B—KKt5; 10 Q—K1, P—Kt5; 11 P—KR3, B—R4; 12 P—Kt4, B—Kt3 is more advantageous to Black.

Kt×P

10 Kt×Kt

10 B—B3 loses, Black replying Kt×BP!

R×Kt

11 B—B3

Nor is the move good now. P—QB3 first is necessary, and then White has a chance of profiting by Black's weak Q side Pawns. Lasker (*Common Sense*) objects to 11 P—QB3 that it permits 11..Q—R5. But in his analysis he fails to notice 12B—B3, giving only the inferior 12 P—KKt3 and 12 P—Q4. The omission is all important.

R—K3

12 P—QB3 ?

12 P—Q3 is all that remains to him now—and it gives him a very fair game. It is curious that Paulsen should overlook how the transposition of his 11th and 12th moves lets in the hostile Queen, to his undoing.

Q—Q6 !

13 P—QKt4

B—Kt3

14 P—QR4

P×P

15 Q×P

B—Q2

15..B—Kt2 would have deprived White of the option of Q—R6 next move.

16 R—R2 ?

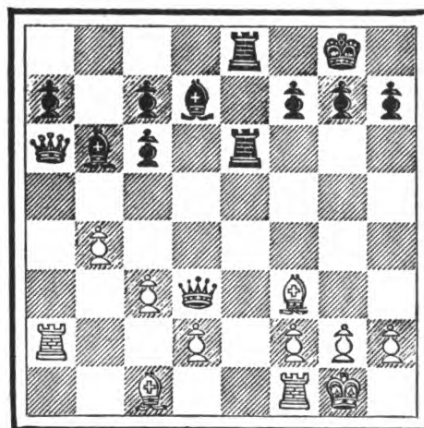
"A silly move," says Steinitz, who claims, without proving it, that 16 Q—R6 wins for White (*M.C.I.*, 51, n. 39). Lasker deduces an even ending from it, followed by 16..Q—B4; 17 P—Q4, QR—K1; 18 B—K3, etc.

QR—K1

17 Q—R6

Too late. 17 Q—Q1 would at least have prevented fireworks, though leaving Black with a very superior game.

Black to make his 17th move



Q×B!!

18 P×Q

R—Kt3ch

19 K—R1

B—R6

20 R—Q1

If 20 R—Kt5q, Black mates in 3. If 20 Q—Q3, P—KB4 (preventing Q×R and threatening mate in 2); 21 Q—B4ch, K—Bsq; and White's last bolt is shot.

21 K—Kt1 B—Kt7ch
 22 K—B1 B×Pdis.ch
 B—Kt7ch

Here Steinitz discovered a quicker and more elegant win by 22..R—Kt7 (threatening R×RP); 23 Q—Q3, R×Pch; 24 K—Kt1, R—Kt7ch; 25 K moves, R—Kt8 mate.

23 K—Kt1 B—R6dis.ch.

Here again there is a quicker line: 23..B—K5dis.ch; 24 K—B1, B—KB4!; 25 Q—K2, B—R6ch; 26 K—K1, R—Kt8 mate (Maroczy).

24 K—R1 B×P
 25 Q—B1 B×Q
 26 R×B R—K7
 27 R—R1 R—R3
 28 P—Q4 B—K6

White resigns.

A beautiful game, although the sacrificial combination arises out of an unsound variation (8..P—QKt4) and is materially helped by Black's errors—and although, too, Morphy missed the speedier wins on his 22nd and 23rd moves.

[4 hours]

GAME XVII

4th Round, Nov. 8, 1857

SICILIAN DEFENCE

White :	Black :
MORPHY	PAULSEN
1 P—K4	P—QB4
2 Kt—KB3	P—K3
3 P—Q4	P×P
4 Kt×P	B—B4
5 B—K3	Q—Kt3
6 Kt—QB3	Q×P??

Morphy having improved on his play at move 6 in the previous Sicilian, Paulsen makes a surprising blunder, which leaves the game almost devoid of interest.

7 KKt—Kt5 B×B

7..Q—Kt5 is of no avail, 8 R—QKt1 winning at least a piece. If 7..B—Kt5; 8 B—Q2 wins the Queen.

8 R—QKt1	Q×R
9 Kt×Q	B—B5
10 P—Kt3	P—QR3
11 P×B	P×Kt
12 Kt—B3	Kt—K2
13 Kt×P	Castles
14 Kt—Q6	QKt—B3
15 R—Kt1	R×P
16 P—B5	P—B3
17 B—B4	R—R5
18 P—B4	P—QKt3
19 P×P	P×P
20 Kt×B	Kt×Kt

20..R×B would have prolonged the game.

21 B×Pch	K—R1
22 B×Kt	R×B
23 Q—Q7	Kt—K2

23..R—R8ch loses at once against 24 K—B2. If 23..R×Pch; 24 K—B2, R×Pch; 25 K—Kt3, etc.

24 Q×Kt	R—R8ch
25 K—B2	R×Pch
26 K—K3	Resigns

Paulsen's Sicilian has brought him 3 losses and a draw. Note how Morphy in each game exploits the weakness produced by Black's early P—K3.

[4½ hours]

GAME XVIII

4th Round, Nov. 10, 1857

FOUR KNIGHTS' GAME

White : Black :
PAULSEN MORPHY

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 Kt—B3	Kt—B3
4 P—Q4	B—Kt5

4.. P×P ; 5 Kt×P, B—Kt5, as in Janowski-Lipke, Leipzig, 1894, is preferred by some masters.

5 B—QKt5

Niemzowitch introduced against Leonhardt, Ostend, 1907, what Schlechter calls the "commendable innovation," 5 Kt×P. It is on account of this that some object to 4.. B—Kt5.

KKt×P

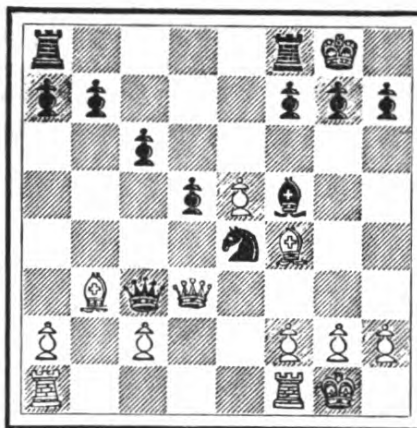
Better than 5.. P×P, when 6 Kt×P, Kt×P ; 7 Castles, KKt×Kt ; 8 P×Kt, B×P ; 9 B—R3 is in favour of White—while 8.. B—K2 ; 9 Kt—B5, Castles ; 10 B×Kt, KtP×B ; 11 Kt×Bch tends to a draw.

6 Q—Q3	P—Q4
7 KKt×P	Castles
8 Castles ?	

8 B×Kt first is necessary to avoid loss of a Pawn.

	QKt×Kt
9 P×Kt	B×Kt
10 P×B	P—QB3
11 B—R4	Q—R4
12 B—Kt3	Q×BP
13 B—KB4	B—B4

Position after Black's 13th move



14 R—QB1

Inviting Black to exchange Qs ; but naturally Morphy does nothing of the kind. Whereupon Paulsen, whose best chance was to exchange on his 14th move, does so on his 15th and loses Rook for Knight.

	P—KKt4 !
15 Q×Q	Kt×Q
16 B×KtP	Kt—K7ch
17 K—R1	Kt×R
18 R×Kt	KR—K1
19 B—B6	P—Kt4
20 P—KB3	P—QR4
21 P—QR3	B—K3
22 R—Q1	P—Kt5
23 P×P	P×P
24 P—R3	P—B4

A trap, for if 25 B×P, then QR—Q1 ; 26 B×R, R×B ; 27 P—QB4, P×Pi.p. ; 28 B—Kt3, R×Rch ; 29 B×R, B—B4.

25 P—B3	P×P
26 B—B2	R—R7
27 R—QB1	KR—R1
28 B—Kt5	R—R8
29 B—Kt1	P—B7
	and wins

[6 hours]

MORPHY'S GAMES OF CHESS

The following is the only game of which the score has been preserved in the match wherein Morphy gave the odds of Pawn and move to C. H. Stanley,* after the finish of the Congress. It was the fifth and last game of the match :

GAME XIX

New York, Nov. 1857

White : **Black :**
STANLEY MORPHY

(Remove Black's KBP)

1 P—K4 P—K3
2 P—Q4 P—Q4
3 P—K5

The standard continuation for the odds-receiver, against the French Defence line here adopted by Morphy, has always been: 3 Q—R5ch, P—Kt3; 4 Q—K5, Kt—KB3; 5 B—KKt5, B—K2 (best); 6 B—Kt5ch, P—B3 (if Kt—B3?; 7 P×P, P—QR3; 8 P×Kt, P×B; 9 P×KtP]; 7 P×P. If Black now takes the Bishop, White replies 8 P—Q6. Black's best move, however, is 7..Castles, against which White must proceed with care.

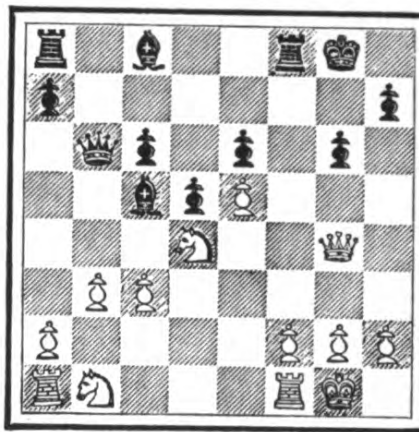
4 B—K3 ? P—B4

Morphy himself considered B—Q3 best here. Others prefer P—QB3.

* Charles H. Stanley, b. England, 1819; at age of eighteen beat Staunton in a match, receiving P and 2; coming to U.S., was soon one of the foremost players and writers on the game there. Before meeting Morphy, Stanley had beaten Rousseau (*see* p. 209, n.) in a match by 15 games to 8, and also Schulten (*see* p. 227, n.).

5 P—QKt3 Q—Kt3
6 Kt—KB3 Kt—QB3
7 B×P P×P
8 Kt×Kt Kt×B
9 P—QB3 B—B4
10 B—Kt5ch Kt—K2
11 B×Ktch Kt—B3
12 Q—R5ch ? P×B
13 Q—Kt4 P—Kt3
14 Castles Castles

Black to make his 14th move



15 Q×KPch ? B—R3 !
16 R—Q1 K—R1
17 Q—Kt4 QR—K1

17 Q×BP loses a piece.

18 Kt—Q2 QR×P
19 Q—Kt3 B—B1
20 Q—Q3 B—Q3
21 Q—B2 B—R3

Morphy (A.C.M.) suggests 21 P—QB4.

22 QKt—B3 R—R4

AMERICAN CHESS CONGRESS GAMES

61

22 P—KR3 was better.

23 Kt—K2	P—B4
24 P×R	R×Kt!
	Q—Q1

25 P—QB4	R×P
26 R×P	Q—R5
27 Q—B3 <i>ch</i>	K—Kt1
28 Kt—Kt3	Q—R6
	and mates in 3

SECTION II

MATCH v. J. J. LÖWENTHAL

MORPHY'S first match in Europe was played in London between July 19 and August 22, 1858, in the rooms of the St. George's Chess Club (King Street, St. James's) and the London Chess Club (Cornhill) alternately. The conditions were that play should take place four days a week, and that the match should go to the winner of the first nine won games. Staunton was the umpire, and F. H. Lewis the stakeholder. The final score was : Morphy, 9 ; Löwenthal, 3 ; drawn, 2.

GAME XX

*1st Match Game, London,
July 19, 1858*

PHILIDOR'S DEFENCE

White :	Black :
LÖWENTHAL	MORPHY
1 P—K4	P—K4
2 Kt—KB3	P—Q3

A frequent defence with Morphy during his visit to Europe. It was popular in London and Paris at the time.

3 P—Q4 P × P

3..Kt—KB3 is now recognized as Black's soundest move ; but it was not thought so in 1858.

4 Kt × P

Morphy himself favoured 4 Q × P, agreeing with the majority of his predecessors and contemporaries. Löwenthal, on the other hand,

was a strenuous advocate of Kt × P (see his analysis in *C.M.*, vol. II) ; and he has been followed by the experts since his day.

Kt—KB3

Löwenthal thought 4..P—Q4 better ; but on this point modern opinion follows Morphy.

5 Kt—QB3	B—K2
6 B—K2	Castles
7 Castles	P—B4 ?

Leonhardt - Niemzowitch, San Sebastian, 1912, ctd. : 7..Kt—B3 ; 8 Kt × Kt, P × Kt ; 9 P—QKt3, P—Q4. 7..P—Q4 at once is also playable. Morphy's move weakens his Q side and leaves his QP open to attack.

8 Kt—B3	Kt—B3
9 B—KB4 ?	

But this allows Black to get rid of his weakness, with a good game. 9 B—KKt5 was correct, and if

P—KR3; 10 B×Kt, B×B; 11 Q—Q2, concentrating on the QP.

	B—K3
10 Q—Q2	P—Q4
11 P×P	Kt×P
12 QR—Q1	Kt×B
13 Q×Kt	Q—R4
14 B—Q3	QR—Q1
15 Kt—KKt5	B×Kt
16 Q×B	P—KR3
17 Q—R4	Kt—Q5

Threatening Q—Kt5.

18 P—QR3	KR—K1
19 KR—K1	Q—Kt3
20 Kt—R4	Q—R4
21 Kt—B3	P—B4

Obviously not playing to draw, and taking great risks in view of the position of White's forces.

22 R—K5	B—B2
23 QR—K1	Q—Kt3

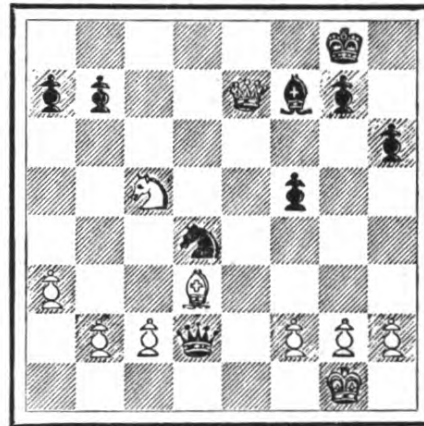
Now Black is in difficulties; and here, whether intentionally or not, he gives up a Pawn. He may have hoped for a compensating attack, but he scarcely gets that.

24 R×Rch	R×R
25 R×Rch	B×R
26 Q—K7	B—B2

If 26.. Q—Kt3; 27 Q×KtP, B—B3; 28 Q—Kt8ch, K—R2; 29 Q—KKt3, with a Pawn ahead and a good game. White can also safely play 27Q×BP.

27 Kt—R4	Q—R4
28 Kt×P	Q—Q7

White to make his 29th move



29 P—KB3

29 P—R3 led to a draw by perpetual check. 29 P—KKt3 lost. But 29 B—B1, as suggested by *M.L.*, gives White a better game than the text-move. If then 29.. Q—Q8 (Kt—B3 is here effectively met by 30 Q×P, which is impossible in the actual game), P—QKt3, and all *M.L.*'s variations, 30.. Kt×BP, 30.. Q—Kt4, 30.. Q—R8, and 30.. P—QKt3, are in White's favour. So is what at first sight appears a good try, 30.. B—K3. 31 P—B3 defeats this; for if 31.. Q—K8, 32 Q—Q8ch wins the Knight, and if 31.. Kt—K7ch, 32 K—B2 leaves Black without hope.

Kt—B3

30 Q—K2

30 Q×P is answered by Q—K8ch, winning a piece.

Q—B8ch

31 K—B2 Q×KtP

32 B×P Q×RP

33 Q—Kt5 Q—B6

If 33.. Kt—Q5; 34 Q×P, Kt×B (Q×Kt; 35 Q—Kt8ch, Q—B1; 36 B—R7ch and wins); 35 Q—B8ch, regaining the piece with a Pawn ahead.

- | | |
|------------------------------|---------|
| 34 Kt—Kt3 | Q—B3 |
| 35 Q × P | P—Kt3 |
| 36 Q—B8ch | K—R2 |
| 37 B—Q3 | Kt—K4 |
| 38 Kt—Q2 | Q—R5ch |
| 39 K—B1 | Q × P |
| 40 Kt—K4 | Q—R8ch |
| 41 K—B2 | Q—QB3 |
| 42 Q—B3 | Q—B5 |
| 43 K—K2 | P—KR4 |
| 44 Kt—B2 | P—R5 |
| 45 Q—Q2 | Q—Kt6 |
| 46 Q—K3 | P—R4 |
| 47 Q—K4 | B—K3 |
| 48 P—KB4 | Kt × B |
| 49 P × Kt | B—Kt5ch |
| 50 K—B1 | B—B4 |
| 51 Q—K7ch, and draws by per- | |
| petual check. | |

[8 hours]

GAME XXI

2nd Match Game, July 20, 1858

KING'S GAMBIT DECLINED

- | | |
|----------------|----------------|
| White : | Black : |
| MORPHY | LÖWENTHAL |
| 1 P—K4 | P—K4 |
| 2 P—KB4 | B—B4 |
| 3 Kt—KB3 | P—Q3 |
| 4 P—B3 | |

Not now considered a good move, though frequently played in Morphy's days and occasionally adopted since by bold spirits like Tchigorin and Charousek. Morphy was partial to it. See the 4th game against Löwenthal and also Games CXI, CLXXIX, CLXXXV, and CLXXXVI.

B—KKt5

But this is not the best reply, though it was the one made by all Morphy's opponents. 4..Kt—KB3 is correct. 4..Kt—QB3 allows White to pin; while 4..Q—K2 turned out badly for Atkins in his tie-match game with Napier, Hastings, Jan. 1905. On White's next move see 4th game.

5 B—B4 B × Kt

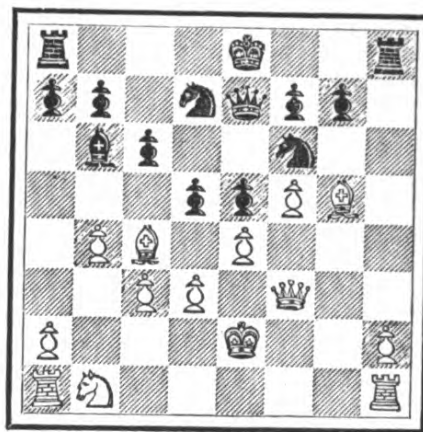
5..Kt—QB3, as played by Bird (Game CLXXXIX), was better.

- | | |
|------------|--------|
| 6 Q × B | Kt—KB3 |
| 7 P—QKt4 ? | B—Kt3 |
| 8 P—Q3 | QKt—Q2 |
| 9 P—B5 | Q—K2 |
| 10 P—Kt4 ? | P—KR3 |
| 11 K—K2 | |

This voluntary K—K2, while nearly all the pieces are on the board, arouses Steinitz's admiration, as forestalling modern tactics.

- | | |
|-----------|-------|
| | P—B3 |
| 12 P—KKt5 | P × P |
| 13 B × P | P—Q4 |

White to make his 14th move



14 B—Kt3

Difficulties arose early in this game for White. 14 P×P, P—K5; 15 Q×P (15 P×KP, Kt—K4!), Kt×Q; 16 B×Q, Kt—Kt6ch; 17 P×Kt, R×R; 18 P×P, K×B; 19 P×Kt, QR—KR1 does not look promising for him.

15 Kt—Q2 Q—Q3
 P—R4?

Compelling White to take (for if 16 P—QR3, RP×P; 17 BP×P, B—Q5), and so bringing his QR into the game.

16 P×RP QR×P
17 P—KR4 Kt—R4
18 Kt—B1 Kt—B4
19 B—B2 R—Kt4
20 B—B1 P×P

Inferior to 20..Kt—B5ch; 21 B×Kt, R—Kt7.

21 P×P R—Kt7?

Löwenthal afterwards explained that he miscalculated, thinking White could not play K—Q2 in his 25th move, whereas really that saved the game for White.

22 B×R Kt—B5ch
23 K—K1 QKt—Q6ch
24 B×Kt Kt×Bch
25 K—Q2! Kt×Bdis.ch
26 K—B2 Q—R6

With 26..Kt—B5; 27 Q—Q3, Kt—R6ch; 28 K—Q2, Kt—B5ch, Black appears to force the draw; for 29 K—K2, Q—B4, is a serious threat.

27 Kt—Q2 B—B2??
28 Kt—Kt1 Resigns

Morphy is very lucky in this game, his opponent making at least three blunders after getting a winning position. His own play is shaky

at the beginning of the present match, as in those against Harwitz and Anderssen.

[4½ hours]

GAME XXII

3rd Match Game, July 22, 1858

PETROFF'S DEFENCE

White :	Black :
LÖWENTHAL	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—KB3
3 Kt×P	P—Q3
4 Kt—KB3	Kt×P
5 P—Q4	P—Q4
6 B—Q3	B—K2

6..B—Q3 was the usual move in those days. Morphy's influence, no doubt, did much to establish B—K2 in its place—and also the following Kt—QB3 instead of the older 7..Castles.

7 Castles Kt—QB3
8 R—K1 P—B4

This, however, is not best. Morphy himself suggested afterwards 8..Kt—Q3 or B3. But 8..B—KKt5, Pillsbury's favourite move, is now generally played, when White can only win a Pawn at the expense of submitting to a strong attack. If instead 9 P—B3, then 9..P—B4.

9 P—B4 B—K3
10 P×P

This opens a diagonal for Black's QB. *M.L.* commends 10 Q—Kt3.

11 Kt—B3 B×P
12 P×Kt Kt×Kt
13 B—KB4 Castles
 B—Q3

E

Black is suffering now for his early advance of the KBP and does not want the hostile Bishop at K5. White can decline the exchange with 14 B—KKt5, followed by P—B4, with fresh complications; but he selects the simpler course.

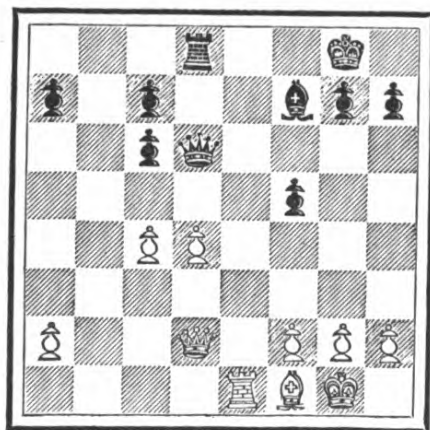
14 B×B	Q×B
15 Kt—K5	QR—K1
16 P—QB4	

Here Löwenthal complicates again. 16 P—KB4 was both simpler and better.

	B—K3
17 Kt×Kt	P×Kt
18 B—B1	B—B2
19 Q—Q2	R×R
20 R×R	R—Q1

Morphy pointed out later that 20..P—B4 was much stronger. If then 21 P—Q5, P—B3.

Position after Black's 20th move



21 Q—R5

Löwenthal considered the line he adopted better than 21 R—Q1, P—B4; 22 P—Q5, P—B3; 23 Q—B2. It is doubtful.

	Q×P
22 Q×QBP	Q—Kt3
23 Q—B4	

White misses 23 R—K7, R—Q8 (if R—KB1 or Q×Q, White wins a Pawn); 24 Q—B8ch, R—Q1; 25 Q×KBP. Or 24..Q—Q1; 25 Q×Qch, R×Q; 26 R×P.

	P—Kt3
24 P—KR3	Q—Kt7
25 Q—B7	Q—Kt3
26 R—K7	R—Q8
27 Q—B8ch	

Now there is no P to be picked up. If 27 R×B, R×Bch; 28 K×R, Q—Kt8ch; 29 K—K2, Q—B7ch; 30 K—K3, Q—B6ch; and Black wins back the Rook or draws by perpetual check.

	R—Q1
28 Q—B7	R—Q8
29 Q—K5	Q—Kt8
30 Q—K2?	K—B1

With this move Black prevents the draw which White could have forced with 30 R—K8ch, B×R; 31 Q×Bch.

31 R—K5	P—B5
32 P—B3	Q—B8
33 P—KR4	P—KR3
34 P—B5?	K—Kt2

Threatening K—B3. White cannot now save his QBP.

35 R—K4	Q×Pch
36 K—R2	Q—B8
37 K—Kt1	R—Q7
38 Q—R6	R×RP

The game looks as good as ever. But White, helped by weak moves on the other side, puts up a hard fight.

39 Q—Q3	R—Q7
40 Q—R6	R—Q8
41 P—Kt3	P×P
42 K—Kt2	Q—B4

MATCH v. J. J. LÖWENTHAL

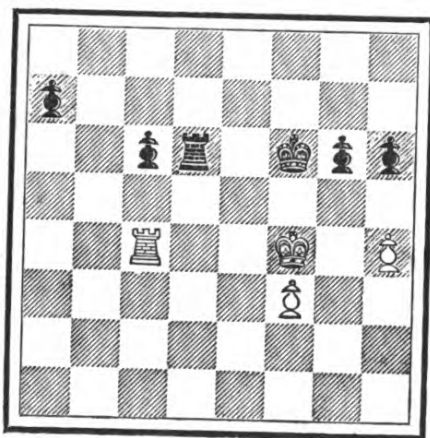
67

43 K×P Q—Kt8ch
44 B—Kt2 R—Q7
45 Q—B1 Q×Q
46 B×Q K—B3

46..P—QR4 was better (Maroczy).

47 B—B4 B×B
48 R×B R—Q3
49 K—B4

Black to make his 49th move



R—K3 ?

49..P—QR4 is still the right move.

50 R—Q4 K—K2
51 R—R4 K—Q3
52 R×P P—B4
53 R—R1 P—B5
54 P—R5 P×P ?

54..R—B3ch and 55..P—Kt4 win without difficulty. Now it is difficult to see how Morphy could have won but for the blunder on move 63.

55 K—B5 R—K6
56 K—B4 R—K1
57 R—R6ch K—Q4
58 R×P P—B6
59 R×Pch K—Q5

60 R—R7 R—QB1
61 R—Q7ch K—B5
62 K—K3 R—K1ch
63 K—B2 ? ?

63 K—B4 reduced the game to a draw, Black being then unable to win White's Rook for his Pawn and cut off White's Pawn as he actually did.

P—B7
64 R—B7ch K—Q6
65 R—Q7ch K—B6
66 R—B7ch K—Q7
67 R—Q7ch K—B8
68 R—QKt7 R—K4
69 P—B4 R—K5
70 K—B3 R—B5
71 R—KR7 K—Q7
72 R—R1 P—B8 (Q)
73 R×Q R×R
74 K—K4 R—K8ch
75 K—Q4 K—K7
76 P—B5 K—B6
77 K—Q5 K—B5
78 P—B6 K—Kt4
79 P—B7 R—KB8

White resigns.

A game full of sins of omission, comments Maroczy.

[Time not recorded]

GAME XXIII

4th Match Game, July 23, 1858

KING'S GAMBIT DECLINED

White :

MORPHY

Black :

LÖWENTHAL

1 P—K4 P—K4
2 P—KB4 B—B4
3 Kt—KB3 P—Q3
4 P—B3 B—KKt5
5 B—K2

In the 2nd game Morphy played B—B4. The text-move, which is that given by Staunton, is better. Some commend 5 P—KR3; but it seems unnecessary if Black is determined in any case to take the Knight.

B × Kt
6 B × B Kt—QB3
7 P—QKt4

A move which served him badly in the 2nd game. But he follows it up very differently in the present instance, where there is a target for his Pawn waiting at Black's QB3

B—Kt3
8 P—Kt5 QKt—K2
9 P—Q4 P × BP

9..P × QP is better. If then 10 P × P, P—Q4.

10 B × P Kt—Kt3
11 B—K3 Kt—B3
12 Kt—Q2 Castles
13 Castles P—KR3 ?
14 P—QR4 P—B3
15 Q—K2 R—K1
16 Q—Q3 ! P—Q4 ?
17 P—K5 Kt—Q2
18 B—R5 ! R—K3

He should have played 18..QKt—B1.

19 P—R5 B—B2
20 R × P !

The importance of Morphy's 19th move is now seen. Without it, Black could now play QKt × P and, if P × Kt, then B × Bch. But if now 20..QKt × P; 21 P × Kt, Kt × P; 22 Q—B5.

K × R

If Kt—R1, 21 Q—B5, R—K2; 22 R—KB1, Kt × R; 23 B × Ktch,

K—R1; 24 Q—Kt6, and Black has no valid resource against the threat of B × RP.

21 Q—B5ch K—K2
22 B × Kt Q—KKt1

22..Q—KB1; 23 Q—R5, R × B; 24 Q × R, Q—B2 was better. But White's passed Pawn must tell in the end-game.

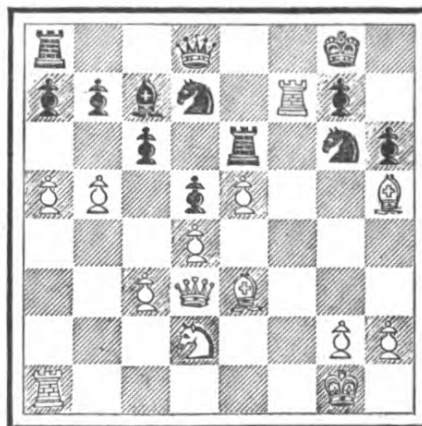
23 B—B2 Kt × P ? ?

Sheer suicide. With 23..Kt—B1; 24 B—R4ch, K—Q2; 25 B—B7, P—KKt3 Black can still make a fight. Maroczy suggests then for White 26 P—R6.

24 P × Kt R—KB1
25 B—B5ch K—Q1
26 B × R R × P
27 Q—KB2 Q—K3
28 P—Kt6 P × P
29 P × P Q × B
30 P × Bch K × P
31 R—Kt1 Resigns

[Time unrecorded]

Position after White's 20th move



GAME XXIV

5th Match Game, July 26, 1858

PETROFF'S DEFENCE

White :	Black :
LÖWENTHAL	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—KB3
3 Kt×P	P—Q3
4 Kt—KB3	Kt×P
5 P—Q4	P—Q4
6 B—Q3	B—K2
7 Castles	Kt—QB3
8 P—B4	B—K3

8..B—KKt5 was Jaenisch's move, and is still considered best. 8..Kt—Kt5 is also playable.

9 P×P	B×P
10 B—K3	Castles
11 Kt—B3	P—B4

This Pawn remains weak, as in the 3rd game.

12 Kt×B	Q×Kt
13 B—B2	K—R1
14 B—Kt3	Q—Q3
15 P—Q5	

This Pawn, on the other hand, appears to have a charmed life, up to the 31st move.

	Kt—R4
16 B—Q4	B—B3
17 R—K1	QR—Q1
18 B×B	KKt×B

18..R×B is probably better.

19 Kt—Kt5! Kt—Kt5

If Kt×B; 20 Q×Kt, Q×P;
21 Kt—K6.

20 P—Kt3	Q—B4
21 Q—K2	Kt×B
22 P×Kt	QR—K1
23 Q—B3	Kt—K4
24 Q—R5	P—KR3
25 QR—Q1	

If 25 Kt—K6, then Q×P; 26 Kt×R, Kt—B6ch, with great advantage to Black.

	Q—QB7
26 Kt—K6	Kt—Kt5
27 R—KB1	Q×P(Kt2)

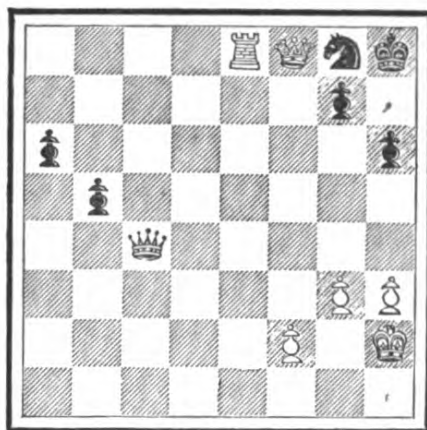
He cannot save the exchange, because if R—KKt1, then 28 R—QB1, Q moves; 29 Kt×KtP!

28 Kt×R	R×Kt
29 P—R3	Kt—B3
30 Q×P	Q×P
31 P—Q6	P×P
32 R×P	Q—B2
33 R—Q2	P—R3
34 R—K1	P—QKt4
35 Q—B5	R—K1
36 QR—K2	R×R
37 R×R	Q—Kt6
38 Q—KB8ch	Kt—Kt1

If Q—Kt1, 39 Q×Qch followed by R—R2. And if K—R2, then 39 R—K7, Q—Kt8ch; 40 K—R2, Q—Kt3; 41 R—R7, Kt—K5; 42 R—R8.

39 R—K7	Q—Q8ch
40 K—R2	Q—Q5
41 R—K8	Q—QB5

Position after Black's 41st move



The only remaining interest in the game lies in Löwenthal's method of winning the two passed Pawns.

42 R—R8	P—Kt5
43 R—R7	Q—Q5
44 R×P	P—Kt6
45 R—R8	Q—Q4
46 R—R7	Q—Q5
47 R—Kt7	Q—B6
48 Q—B7	K—R2

Forced, because after his last move White threatened to win the Knight with R—Kt8.

49 R×P	Q—K4
50 R—Kt7	P—R4
51 R—Q7	Kt—R3
52 Q—Q5	Q—B3
53 Q—Q3ch	K—R1
54 R—Q8ch	Kt—Kt1
55 Q—Q4	Q—B6
56 K—Kt1	K—R2
57 Q—Q5	Q×Q
58 R×Q	Kt—B3
59 R—K5	K—Kt3
60 P—B4	K—B2
61 K—Kt2	K—Kt3
62 K—B3	K—B2
63 R—QR5	K—Kt3

64 R—R6	K—B2
65 P—B5	Kt—Q4
66 P—Kt4	P×Pch
67 P×P	Kt—K2
68 K—B4	Kt—Q4ch
69 K—K5	Kt—B3
70 R—R7ch	Resigns

[Time not recorded]

GAME XXV

6th Match Game, July 28, 1858

SICILIAN DEFENCE

White :	Black :
MORPHY	LÖWENTHAL
1 P—K4	P—QB4
2 P—Q4	P×P
3 Kt—KB3	Kt—QB3
4 Kt×P	P—K4

A violation of principle, attempting to convert a close game into an open one. It leaves the QP dangerously weak. Modern parallels are rare. Against Mortimer, Paris, 1900, Pillsbury played P—K4 two moves later (after 4..Kt—B3; 5 Kt×Kt, KtP×Kt; 6 Kt—B3). And in his 9th match game against Schlechter, 1910, Lasker played (after 4..Kt—B3; 5 Kt—QB3) 5..P—K4, when Hoffer called the move "a concession to the old school." A still closer parallel is quoted below.

5 Kt×Kt

5 Kt—KB3 seems better. Schlechter in the game just mentioned played 6 Kt—Kt3, when after 6..B—Kt5; 7 B—Q3, P—Q4, Lasker got a better game than he deserved.

	KtP×Kt
6 B—QB4	Kt—B3

Löwenthal himself says he ought to have played B—R3 and if 7 B×B, Q—R4ch.

7 Castles

A game Allies in consultation v. Lasker, at Moscow some years ago, ctd. : 7 Q—K2, Q—B2; 8 Kt—B3, R—QKt1; 9 Castles, B—K2; 10 P—QKt3, Castles; 11 B—Kt2. Lasker lost on the 20th move.

P—Q4?

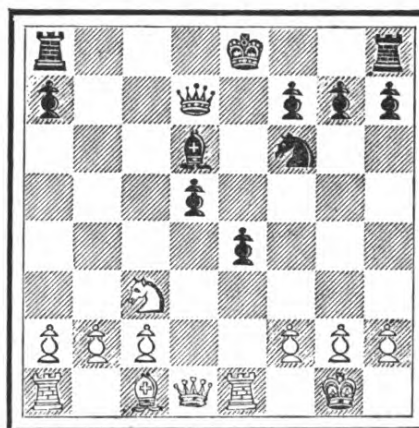
The best move appears to be B—K2. 7..Kt×P; 8 R—K1, P—Q4; 9 R×Kt, P×R?; 10 B×Pch obviously wins for White. But Steinitz (*I.C.M.*, I. 9) attempts to show that Morphy was wrong in offering, and Löwenthal wrong in not accepting, the KP. In place of 9..P×R he gives 9..P—B3, and continues 10 B×P, P×B (there is a misprint in *I.C.M.*, which is here corrected); 11 R—K1, when he claims for Black a much superior game. But he fails altogether to notice the move 10 R—K1, which puts quite a different complexion on affairs. Here Black must reply 10..P×B, whereupon the continuation is: 11 Q—R5ch!, P—Kt3 (if K—K2, 12 R×Pch); 12 Q—B3, B—QKt2; 13 Kt—Q2, etc. Or 12..Q—Q3; 13 Kt—Q2, Q—K3 (if B—QR3; 14 Kt—K4); 14 Kt×P, Q×Kt; 15 Q×KBP, etc. Therefore Morphy and Löwenthal appear to have been perfectly right about the offer of a Pawn.

8 P×P	P×P
9 B—Kt5ch	B—Q2
10 B×Bch	Q×B
11 R—K1	B—Q3

12..P—K5; 13 Kt—B3, B—K2; 14 B—Kt5, R—Q1 is a little better (Maroczy).

12 Kt—B3	P—K5
----------	------

White to make his 13th move



13 B—Kt5	Kt—Kt5
14 Q×P	B×Pch
15 K—R1	Q×Q
16 Kt×Q	Castles?
17 P—KB3	P×P
18 P×P	Kt—K4
19 R—K3	P—B3
20 K×B	QR—Q1
21 R×Kt!	P×B
22 K—Kt3	P—KR3
23 P—QB4	R—B2
24 QR—K1	K—B1
25 P—B5	P—Kt3
26 P—B6	R—B1
27 P—B7	QR×P
28 R—K8ch	K—Kt2
29 Kt×R	Resigns

[Time not recorded]

GAME XXVI

7th Match Game, July 28, 1858

PHILIDOR'S DEFENCE

White :	Black :
LÖWENTHAL	MORPHY
1 P—K4	P—K4
2 Kt—KB3	P—Q3

3 P—Q4 P×P
4 Q×P

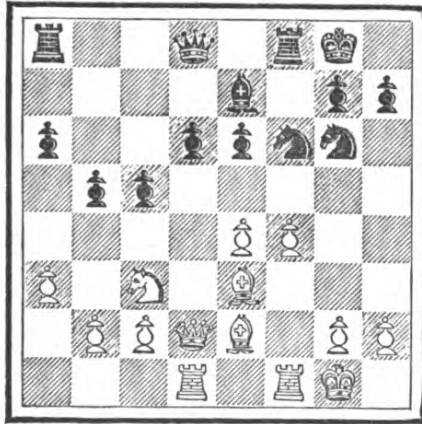
See note on 1st match game. Löwenthal plays against his own theory here. Morphy makes an unusual reply, Kt—QB3 or B—Q2 being regular for Black.

5 Kt—B3 B—K3
P—QR3

Having played B—K3, he is obliged to do this now if he wishes to prevent his QKt being pinned when it goes to B3.

6 B—K3 Kt—QB3
7 Q—Q2 Kt—B3
8 R—Q1 B—K2
9 B—K2 Castles
10 Castles P—QKt4
11 P—QR3 Kt—K4
12 Kt—Q4 P—B4
13 Kt×B P×Kt
14 P—B4 Kt—Kt3

Position after Black's 14th move



Löwenthal claims, with pardonable pride, to have a splendid game at this point. *M.L.* suggests now 15 P—B5.

15 B—B3 R—Kt1

16 Q—K2 Q—B2
17 P—KR4 ?

White moves this Pawn by mistake for KKtP.

18 B—Kt4 Kt×RP
19 Q×Kt Kt×B
20 P—KKt3 Q—B1
21 R—B2 Kt—Kt3
22 QR—KB1 R—B3
23 P×P P—Kt5
24 Kt—R4 ? P×P
25 P—Kt3 Q—B3
26 B—R7 Q×KP
27 R—K2 QR—KB1
28 B—B2 Q—Kt2
Kt×P
and wins

[3 hours]

GAME XXVII

8th Match Game, July 30, 1858

PHILIDOR'S DEFENCE

White :	Black :
MORPHY	LÖWENTHAL
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	P×P
4 Q×P	B—Q2
5 B—K3	Kt—KB3

The other Kt—B3 is more usual, as in Game CCI.

6 Kt—B3 B—K2
7 B—QB4

Not a good square for the Bishop, as it enables Black to free his game at move 8. 7 Q—Q2 was better (*M.L.*).

8 Q—Q2 Kt—B3
9 Kt×Kt Kt—K4
P×Kt

10 Castles KR Castles
11 P—B4 B—Q3

11..P×P is better. White's next move is very cramping.

12 P—B5 B—B3
13 Q—K2 P—KR3

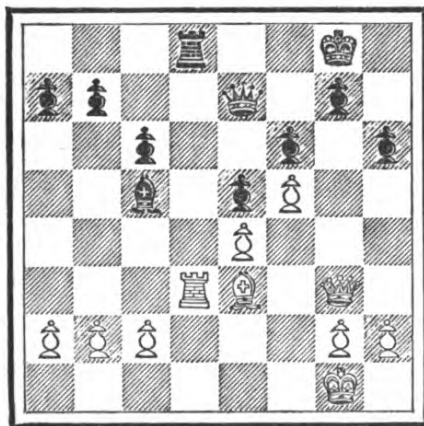
Black declines White's Greek gift of the KP, seeing danger to his K side.

14 QR—Q1 Q—K2
15 B—Q5 B×B
16 Kt×B Kt×Kt
17 R×Kt P—KB3
18 Q—Kt4

Morphy afterwards called this premature and said that K—R1, preventing the exchange of Bishops, would have given him a strong game. There was also KR—Q1, with Q—B2 to follow.

19 R—Q3 P—B3
20 Q—Kt3 B—B4
21 KR—Q1 QR—Q1
22 R×R R×R
22 R×R R—Q1 !

Position after Black's 22nd move



23 B×B

23 R×Rch, Q×R; 24 B×B, Q—Q8ch; 25 K—B2, Q×Pch gives Black a probable win.

24 Q—B2 Q×Bch
25 K×Q Q×Qch
26 P×R R×R
27 P—KKt4 P—B4
27 P—KKt4 K—B1

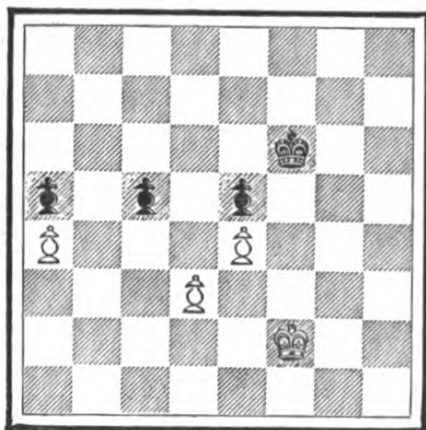
An interesting opposition study begins, Morphy trying very hard to win. Probably he overrated his position somewhat.

28 P—QR4 P—QKt3
29 K—Kt3 K—B2
30 K—R4 K—B1
31 K—R5 K—B2
32 P—Kt3 K—B1
33 K—Kt6 K—Kt1
34 P—R3 K—B1
35 P—R4 K—Kt1
36 P—Kt5 RP×P
37 P×P P×P
38 K×P K—B2
39 K—R4 K—K2
40 K—Kt4 K—B3
41 K—R5 P—R3
42 K—R4 P—Kt3
43 P—R5 P×RP

Better than 43..P—QKt4. See note on move 53.

44 P×P K×P
45 K—Kt4 P—R5
46 P×P P—R4
47 K—B3 K—B3
48 K—B2 K—B2
49 K—Kt3 K—Kt2
50 K—B2 K—B3

White to make his 51st move



51 K—Kt1

“A grave miscalculation,” says Steinitz. 51 K—B3 was the move to draw. White must be prepared to meet Black’s K—Kt4 with K—Kt3.

	K—Kt4
52 K—Kt2	K—B5
53 K—B2	P—B5

Now the point of move 43 appears. Had Black then played P—QKt4, and then on move 45 P—Kt5, he could not now win with the text-move.

54 P × P	K × P
55 K—K2	K—Q5
56 K—B3	K × P
57 K—K4	K—Kt5
58 K × P	K × P
59 K—Q4	K—Kt5

White resigns.

[Time not recorded]

GAME XXVIII

9th Match Game, Aug. (?), 1858

RUY LOPEZ

White :	Black :
LÖWENTHAL	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	B—B4

The only instance of Morphy playing this on the 3rd move of the Lopez. It had been played against him recently by Boden (Game CXCV), and *J.L.* suggests that Morphy was anxious to test the merit of Boden’s 5th move in the variation.

4 P—B3	Q—K2
5 Castles	P—B3

Now we have the Boden variation—the older continuation having been 5...Castles. *J.L.* remarks: “It seems to us to give a more cramped position than any other defence, and we cannot recommend it.” It is noteworthy that Morphy never adopted again a variation so uncongenial to his temperament.

6 P—Q4	B—Kt3
7 Kt—R3	Kt—Q1
8 Kt—B4	Kt—B2
9 Kt—K3	P—B3
10 Kt—B5	Q—B1
11 B—Q3	

Here Morphy played 11 B—R4 against Boden, and, when the latter pushed P—Kt3, retired Kt—K3.

	P—Kt3
12 Kt—Kt3	P—Q3
13 P—QR4	B—Kt5
14 P—R5	B—B2

15 P—R3 B—Q2
 16 Q—Kt3 Kt—Q1
 17 R—K1

17 B—QB4, followed by P×P, was preferable (*M.L.*)

18 Q—B2 B—K3
 19 P—Kt4 Kt—K2
 20 P—B4 Q—Kt2
 21 B—K3 Kt—B2

21 B—Kt2 is stronger. Six moves later the Bishop goes there.

22 P—Q5 Castles KR
 23 QR—Q1 B—Q2
 24 K—R1 K—R1
 25 KP×P P×P
 26 B—QB1 P—B4
 QR—K1

White's last move stopped the threatened advance of the KP. For if 26..P—K5, then 27 B—Kt2, Kt—K4; 28 Kt×Kt, P×Kt (P×B; 29 Kt×Pch, K—Kt1; 30 Kt×Ktch, Q×Kt; 31 Q—B3); 29 KB×P, P×B; 30 P—Q6, Kt—B3; 31 P×B, and White has a decided advantage.

27 B—Kt2 Kt—Kt1
 28 Q—B3 Kt—B3
 29 B—Kt1 R—KKt1
 30 R—Q2 Q—R3
 31 Kt—R2 P—B5
 32 Kt—K4 Kt×Kt
 33 B×Kt P—KKt4
 34 P—B3 Q—R5
 35 R—KB1 ? Kt—R3
 36 R—K2 Kt—B4

The game was adjourned after ten hours' play. Some modern players would rejoice in the rate of 7 moves an hour. Nevertheless, 10 hours'

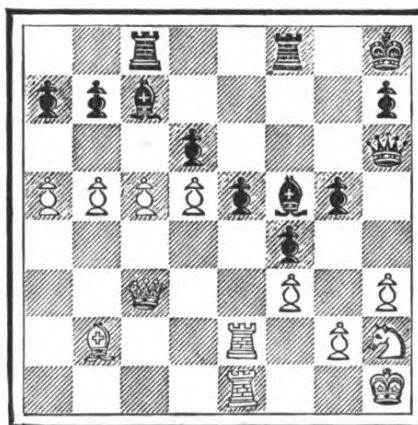
match-play in one day is a substantial portion.

37 B×Kt B×B
 38 P—B5 Q—R3
 39 KR—K1

The R goes whither it should have gone on move 35 and now threatens a sacrifice after P×P, B×P.

40 P—Kt5 KR—B1
 QR—B1

Position after Black's 40th move



41 Q—R3

"Some of the best analysts in the metropolis came to the conclusion that White should have played P—B6."—*J.L.* After 41 P—B6, P×P; 42 QP×P, R—QKt1; 43 Q—Kt4, they appear to have reckoned only with 43..Q—K3. *M.L.* suggests 43..Q—B3, which stops the threat B—Q4. As he actually played, Löwenthal got a splendid game; but he missed his chance by not advancing P—R6 at move 44.

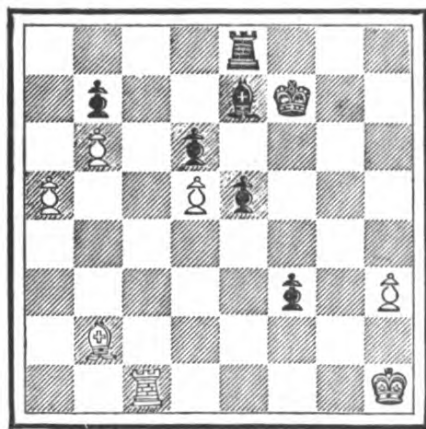
42 P—Kt6 K—Kt1
 43 BP×KtP RP×P
 44 R—QB1 ? B—Q1
 45 B×R R×Rch
 Q—Kt3

46 Q—Kt4 B—Q6
 47 R—K1 B—K2
 48 B—Kt2 R—K1
 49 Kt—Kt4 P—R4
 50 Kt—B2 P—Kt5
 51 Q—B3 B—B4
 52 BP×P P×P
 53 P×P B×P
 54 Kt×B Q×Kt
 55 R—QB1 K—B2
 56 Q—KR3 ?

J.L. claims the better game for White by challenging the exchange on B3. But Black would play 56..Q—B4, and then attack the weak points in White's Pawn position.

57 P×Q Q×Q
 P—B6

Position after Black's 57th move



58 R—B1 ?

Here White had P—R6 at his disposal, and the question was hotly debated whether he would have had the better game thereby. Maroczy gives a number of variations, of which the following seems least bad for Black: 58 P—R6, B—Q1; 59 P×P, B×P; 60 R—B8, B—R2; 61 B—B1, K—K2; 62 B—K3, B—Kt1; 63 K—R2,

K—Q2; 64 R×R, K×R; 65 K—Kt3.

59 B—Q4 P—K5
 60 B—K3 B—B3
 61 B—Q2 R—QR1
 62 P—R4 B—Q5
 63 K—R2 K—Kt3
 64 K—Kt3 R—KB1
 65 K—Kt2 P—B7
 66 B—K1 P—K6
 67 K—Kt3 K—R4
 P×B(Q)ch

White resigns.

[20 hours]

GAME XXIX

10th Match Game, Aug. (?), 1858

FRENCH DEFENCE

White :

Black :

MORPHY

LÖWENTHAL

1 P—K4

P—K3

2 P—Q4

P—Q4

3 P×P

Morphy's favourite treatment of the French Defence, whereby he gets an open game. The danger of the variation lies in its drawish character with best play on Black's side.

4 Kt—KB3

P×P

Kt—KB3

5 B—Q3

B—Q3

6 Castles

Castles

7 Kt—B3

P—B3

8 B—KKt5

P—KR3

9 B—R4

B—KKt5

10 P—KR3

B×Kt

11 Q×B

QKt—Q2

12 B—B5

Q—B2

13 QR—K1

QR—K1

14 R—K3 B—B5
15 R—K2 R×R

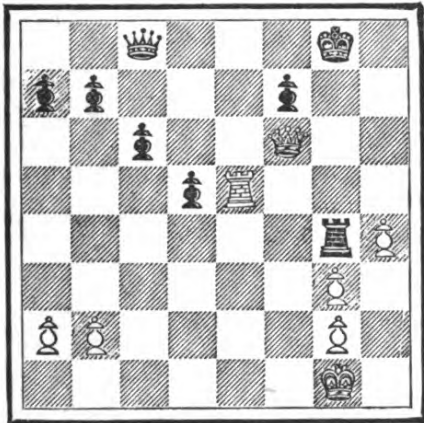
Bringing White's Knight into the game, which is unwise.

16 Kt×R B—Q3
17 KB×Kt Kt×B
18 Kt—Kt3! R—K1

If 18..P—KKt4; 19 Kt—B5, and Black cannot take the Bishop.

19 Kt—B5 Kt—B1
20 B—Kt3 B×B
21 P×B R—K5
22 P—B3 Kt—R2
23 P—KR4 P—KR4?
24 P—B4! Kt—B3??
25 Kt×P Kt—Kt5
26 Kt×P R×P
27 Kt—B6ch Kt×Kt
28 Q×Kt R×BP
29 R—B5 R—KKt5
30 R—K5 Q—B1

White to make his 31st move



31 R—K7

M.L. points out a quicker win by 31 R—R5, R—Kt2; 32 Q—R6, K—B1; 33 R—Kt5. Or 31..K—B1; 32 R—R8ch, R—Kt1; 33 Q—Q6ch.

32 Q—K5 Q—B1
32 Q—K5 Q—Kt2

32..R—K5 would have prolonged the game. White then checked, exchanged Rooks, and won on his Pawn position.

33 R—K8ch K—R2
34 Q—R5ch Resigns

[Time not recorded]

GAME XXX

11th Match Game, Aug. 12, 1858

SICILIAN DEFENCE

White : Black :

LÖWENTHAL MORPHY

1 P—K4 P—QB4

The only recorded instance of Morphy adopting the Sicilian. He chooses an old form of it.

2 Kt—KB3 P—K3
3 P—Q4 P×P
4 Kt×P Kt—QB3
5 Kt—Kt5 P—QR3

5..Kt—B3 is the only good move here, when the game may turn, by transposition, into the variation analysed by Svenonius, Tchigorin, and others some years ago, continuing 6 QKt—B3, B—Kt5; 7 B—KB4 (or 7 Kt—Q6ch, K—K2; 8 B—KB4, P—K4), Kt×P; 8 Kt—B7ch, K—B1; 9 Q—B3, P—Q4; 10 Castles, B×Kt; 11 P×B, Q—K2; 12 K—Kt2, R—QKt1.* Some of the subvariations are equally fascinating.

* These moves, with the exception of 12..R—QKt1, occurred in a correspondence game, 1906, between the present writer and Mr. J. J. O'Hanlon, now Irish champion.

6 Kt—Q6ch B × Kt
7 Q × B Q—K2

Morphy has no intention of letting his QP be kept back as he kept back Paulsen's in Games XI, XIV, XV, and XVII. It is, of course, no use White playing 8 B—KB4, because of P—K4; 9 Q × Qch, KKt × Q.

8 Q—Kt3 Kt—B3
9 Kt—B3 P—Q4

Morphy himself said he ought to have played P—Q3.

10 P—K5 Kt—KR4
11 Q—B3 P—KKt3
12 P—KKt4 Kt × P

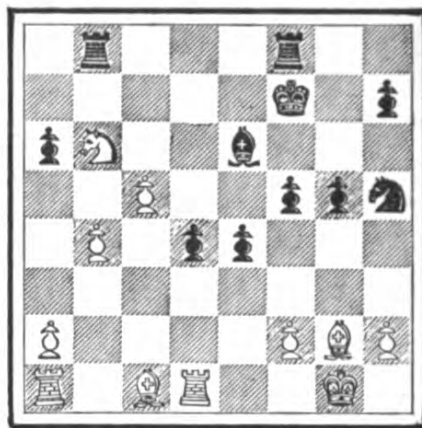
Practically a forced sacrifice. After 12..Kt—Kt2 Black gets a desperately bad game, as White can continue 13 Q—B6.

13 Q—K2 Kt × P
14 Q × Kt P—K4
15 Q—R4ch B—Q2
16 Q—Kt3 P—Q5
17 Q × KtP Castles
18 Kt—Q5 Q—Q3
19 B—Kt2! P—K5
20 P—QB4 P—B4
21 Q—Kt4 Q—K4
22 Q—K7 B—K3

Black's best policy was 22..Q × Q; 23 Kt × Qch, K—B2 (Maroczy).

23 Q—QB7 Q—Kt2
24 Q × Qch Kt × Q
25 Kt—Kt6 QR—Kt1
26 P—B5 Kt—R4
27 P—Kt4 K—B2
28 Castles P—Kt4
29 R—Q1

Black to make his 29th move



KR—Q1

Morphy afterwards suggested 29..P—Q6; but 30 P—B3 seems a sufficient answer.

30 QB × P R—Kt1
31 P—KR4 R—Kt3

Now P—Q6 should be played.

32 R × P QR—Kt1
33 Kt—Q7! R × B
34 P × R R × P
35 K—R2 Kt—B5
36 B—B1 R—R4ch
37 K—Kt3 Kt—Q4
38 P—B4 P × Pi.p.
39 Kt—K5ch K—B3
40 Kt × P R—R3
41 R—K1 R—Kt3ch
42 K—B2 Kt—B6
43 B—Q3 B—Q4
44 B × BP R—Kt2
45 R—KB4 B × Kt
46 R × B and wins

[Time not recorded]

GAME XXXI

12th Match Game, Aug. 14th, 1858

FRENCH DEFENCE

White :	Black :
MORPHY	LÖWENTHAL
1 P—K4	P—K3
2 P—Q4	P—Q4
3 P×P	P×P
4 Kt—KB3	Kt—KB3
5 B—Q3	B—K3

Not a good development. The ordinary B—Q3 is better.

6 Castles	B—Q3
7 Kt—B3	P—B3
8 Kt—K5	

The critics differ as to the merits of this move. Morphy is preparing for a favourite manœuvre, P—KB4.

	Q—Kt3
9 B—K3	QKt—Q2
10 P—B4	B×Kt
11 BP×B	Kt—Kt5

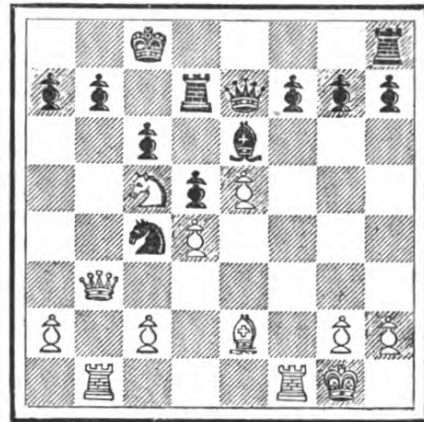
If Kt×P, 12 Kt—R4, Q—R4; 13 P×Kt, Kt—Kt5; 14 Q—Q2, Q×Kt; 15 R—B4.

12 Q—Q2	Kt×B
13 Q×Kt	Q×KtP
14 Kt—K2	Q—R6
15 Kt—B4	Q—K2

He must preserve his Q from the danger of Kt×B and B—Kt6ch.

16 QR—Kt1	Castles QR
17 B—K2	Kt—Kt3
18 Q—QKt3	R—Q2?
19 Kt—Q3	Kt—B5
20 Kt—B5	

Position after White's 20th move



R—B2

The obvious 20..Kt—Q7 was much better. After 21 Q—R4, K—Kt1; 22 B—R6 (22 Q×BP is met by Kt×QR; 23 R×Kt, K—R1), Kt×QR; 23 R×Kt, the position is not in White's favour, as a note in *M.L.* seems to suggest. Black can continue 23..P—QKt3; 24 Q×BP (Q—R5 is worse), R—B2; 25 R×Pch, P×R; 26 Q×Pch, K—R1; 27 B—Kt5, B—B1, and must win. Possibly Black feared (after 20..Kt—Q7; 21 Q—R4, K—Kt1) 22 Kt×Rch, which might lead to a long end-game struggle.

21 Q—R4

Morphy pointed out that B×Kt first was better.

	P—QKt3
22 B×Kt	P×Kt

If P×B, 23 QR×P

23 B—R6ch	K—Q2
24 B—Kt7	R—Q1?

24..Q—Kt4 and if 25 B×Pch, K—K2, was much better.

25 B×Pch and wins

[2½ hours]

GAME XXXII

13th Match Game, Aug. 19, 1858

PETROFF'S DEFENCE

White :	Black :
LÖWENTHAL	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—KB3
3 Kt×P	P—Q3
4 Kt—KB3	Kt×P
5 P—Q4	P—Q4
6 B—Q3	B—K2
7 Castles	Kt—QB3
8 P—B4	B—K3
9 P×P	B×P
10 Kt—B3	Kt×Kt

As in the 3rd game, though there an extra move on each side was played.

11 P×Kt	Castles
12 B—KB4	B—Q3
13 B×B	Q×B
14 Kt—Kt5	P—B4

Once again, as in the 3rd and 5th games, this move is followed by trouble for Black. 14..P—KR3 is right here.

15 P—QB4 !	B×KtP
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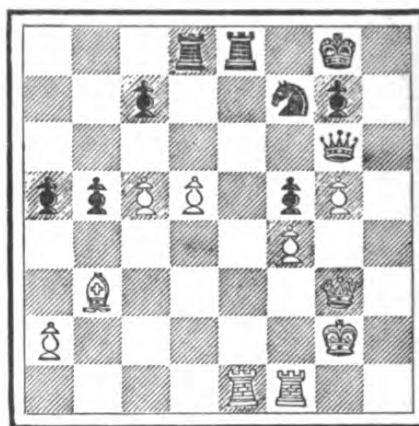
If the B retires, White advances the QP and seizes the open file.

16 K×B	Q—Kt3
17 P—B4	P—KR3
18 P—Q5	Kt—Q1
19 P—KR4	P×Kt
20 RP×P	Kt—B2
21 Q—B3	Kt—R3 ?
22 Q—Kt3	Kt—B2
23 P—B5	QR—Q1
24 B—B4	P—Kt4

This Q side manœuvre is too slow ; but Black's position is beyond remedy.

25 B—Kt3	P—R4
26 QR—K1	KR—K1

White to make his 27th move.



27 R—K6	R×R
---------	-----

Black has no resource, for if Q—R4, then B—Q1.

28 P×R	P—R5
29 P×Ktch	K—B1
30 R—Q1	R×R
31 B×R	Q—B3ch

It was better to take the KBP.

32 B—B3	Q×P
33 P—Kt6	Q—Q3
34 Q—Kt5	Q—Q7ch
35 K—R3	Q—Q6
36 Q—R5	K—K2
37 Q—R4ch	

With 37 P—B8(Q)ch, K×Q ; 38 Q—R8ch, White had a speedy win.

	K—Q2
38 K—Kt3	

And now 38 Q—Q8ch, K×Q ; 39 P—B8(Q)ch was a simple expedient. Judging by his last two perfunctory moves and the following

ridiculous blunder, one would suppose Löwenthal to be tired out.

	Q—Q3
39 Q—R8 ? ?	Q × Pch
40 K—B2	Q × P
41 P—R3	Q—K2
42 K—Kt3	Q—K8ch
43 K—Kt2	Q—Q7ch
44 K—Kt3	Q—K8ch

Drawn

[Time not recorded]

GAME XXXIII

14th Match Game, Aug. 21, 1858

RUY LOPEZ

White :	Black :
MORPHY	LÖWENTHAL
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 P—Q4	P × P
6 P—K5	Kt—K5
7 Castles	Kt—B4

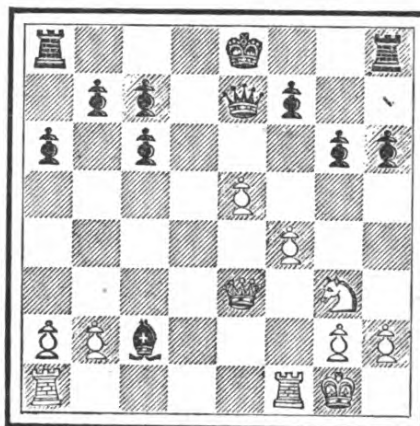
In this now practically discarded variation of the Lopez 7..B—K2 is usual.

8 B × Kt	QP × B
9 Kt × P	Kt—K3
10 Kt × Kt	B × Kt
11 Q—K2	B—QB4

Here he can soon be challenged.

12 Kt—B3	Q—K2
13 Kt—K4	P—R3
14 B—K3	B × B
15 Q × B	B—B4
16 Kt—Kt3	B × P ?
17 P—B4	P—KKt3

White to make his 18th move



18 P—K6 ! B—B4

White's threat was Q—QB3, winning a piece ; and Black cannot castle QR because of Q—R7.

19 Kt × B	P × Kt
20 P × Pch	K × P
21 Q—KR3	Q—B3
22 QR—K1	KR—K1
23 R—K5 !	K—Kt3

Naturally he cannot play R × R yet because of the unmasking of White's KR.

24 KR—K1	R × R
25 R × R	R—Q1
26 Q—Kt3ch	K—R2
27 P—KR3	R—Q2
28 Q—K3	P—Kt3
29 K—R2	P—B4
30 Q—K2	Q—Kt3
31 R—K6	Q—Kt2
32 Q—R5	R—Q4

If R—B2, 33 R × Pch.

33 P—QKt3 P—Kt4

Black's difficulty is that he has to move ; and if he makes his one possible move with a piece, Q—B1,

F

White replies 34 P—KKt4. But
33..P—R4 puts off the evil day
longer than the text-move.

34 R × QRP	R—Q3
35 Q × BPch	Q—Kt3
36 Q × Qch	K × Q
37 R—R5	R—Kt3 ?
38 P—KKt4	P—B3
39 K—Kt3	P—R4
40 R—R7	P × P

41 P × P	K—B3
42 P—B5	K—K4
43 R—K7ch	K—Q3
44 P—B6	R—Kt1
45 P—Kt5	R—KB1
46 K—B4	P—B5
47 P × P	P × P
48 K—B5	P—B6
49 R—K3 and wins	

[Time not recorded]

SECTION III

MATCH v. REV. JOHN OWEN

ON the conclusion of his match with Löwenthal, Morphy engaged in another with a player who preferred to appear under the *alias* of "Alter," but who was, as a matter of fact, the Rev. John Owen,* a member of the St. George's Chess Club, and one of the strongest London amateurs. Owen in the following month took third prize in the British Chess Association tournament at Birmingham; and in the London tournament of 1862 he again took third prize, coming after Anderssen and L. Paulsen, and above Steinitz, Barnes, Löwenthal, Blackburne, and others. Some idea of his chess ability may be gathered from this. Yet Morphy gave him the odds of Pawn and move and beat him by 5 games to 0, with 2 draws. The games are, on the whole, disappointing, Owen not showing anything like his best form and therefore failing to extend the young American.

GAME XXXIV

1st Match Game, London, Aug. 1858

White :	Black :
OWEN	MORPHY
(Remove Black's KBP)	
1 P—K4	P—Q3
2 P—Q4	Kt—KB3
3 B—QB4	Kt—B3
4 Kt—QB3	P—K3
5 Kt—B3	P—Q4
6 B—Q3	B—Kt5
7 B—KKt5	P—KR3
8 P—K5	

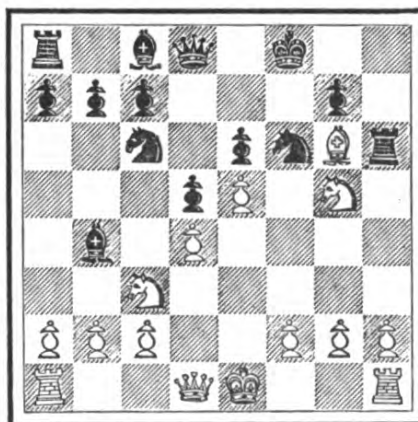
Inferior to B×Kt, as it opens up

* John Owen, b. Staffordshire, 1827; educated at Repton and Trinity, Cambridge; ordained, 1851; vicar of Hooton, Cheshire, 1862–1900; d. 1901.

an important file for Black, who is in no way inconvenienced by having to move his King.

	P×B
9 B—Kt6ch	K—B1
10 Kt×KtP	R—R3

Position after Black's 10th move



He cannot move his KKt because of White's Q—B3ch.

11 B—Q3

If 11 Kt—B7, Q—K1; 12 Kt×R, Q×B; 13 P×Kt, Q×Kt; 14 P×Pch, Q×KtP, and White must lose his QP.

	K—Kt1
12 P×Kt	Q×P
13 Kt—B3	P—K4
14 P×P	Kt×P
15 Castles ?	

There is no saving move, but this loses at once.

	Q—B5
16 P—KR4	Kt×Ktch
17 Q×Kt	Q×P
18 Q×Pch	B—K3

White resigns.

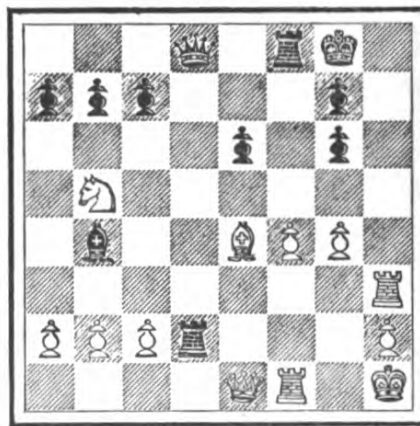
Losing a Pawn without compensation.

	Kt×P
15 R—R3	Kt—B4
16 Kt—K5	B—K1
17 P—Kt4	Kt—R5
18 Q—K1	Kt—Kt3
19 Kt×Kt	P×Kt
20 Q—Kt3	R—Q1
21 R—KB1	R—Q7
22 K—R1	Q—Q1
23 Q—K1	B—Kt4

Maroczy suggests 23..B×Kt; 24 R×B, Q—Q3; 25 KR—B3, B—Kt4; 26 B—Q3, B×B; 27 Q×R, B×R; 28 Q×Q, P×Q; 29 R×B, P—K4.

24 Kt×B

Position after White's 24th move



KR×P

It was suggested, apparently by Staunton, that 24..R×Pch; 25 R×R, B×Q; 26 R×B, R×P was better. But after 27 Kt—B3, R×P; 28 R—Q1, Q—B3; 29 B—Kt2, White would have more than enough for his Queen. Morphy pays too much for the Queen anyhow, but retains some attack and outplays his opponent completely.

GAME XXXV

2nd Match Game, Aug. 1858

White :	Black :
OWEN	MORPHY
(Remove Black's KBP)	

1 P—K4	P—Q3
2 P—Q4	Kt—KB3
3 B—QB4	Kt—B3
4 Kt—QB3	P—K3
5 Kt—B3	P—Q4
6 B—Q3	B—Kt5
7 B—KKt5	P×P
8 B×P	B—Q2
9 Castles	Castles
10 Kt—K5	Q—K1
11 B×Kt	R×B
12 Kt—Kt4	R—KB1
13 P—B4	Q—K2
14 R—B3	

25 R×R R—Q8
 26 Q—B1 R×Qch
 27 R×R Q—Kt4
 28 B—Q3 Q—Q4ch
 29 KR—B3 K—R2
 30 P—QR3

30 P—B3 was far better.

B—Q7
 31 K—Kt2 P—K4
 32 R—Q1 P—K5
 33 R—R3ch K—Kt1
 34 P—B4 Q—Kt4
 35 B—K2 P—K6
 36 Kt×BP

A bad move. 36 R—KB1 was correct, when Black would have to guard against the double threat of B—B3—Q5ch and of P—Kt3, P—B5, and B—B4ch.

Q—B5
 37 B—B3

R—KB1 was still good.

Q×Kt
 38 B—Q5ch K—B1
 39 R—B1ch K—K2
 40 R—B7ch K—Q3

Threatening if 41 R×Q, P—K7!

41 KR×P B×R
 42 R×Q K×R
 43 K—B3 B—B8
 44 P—Kt3 B×P
 45 P—R4 Drawn

GAME XXXVI

3rd Match Game, Aug. 1858

White : Black :
 OWEN MORPHY
 (Remove Black's KBP)

1 P—K4 P—K3
 2 P—Q4 P—Q4
 3 P—K5

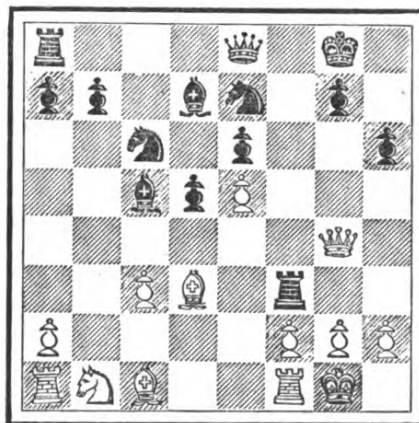
See Game XIX. Niemzowitch's revival of 3 P—K5 against the French Defence might encourage the receivers of Pawn and move when Black proceeds on French lines. But odds-receivers must not take liberties, which Owen does in this game.

P—B4
 4 P—QB3 Kt—QB3
 5 Kt—KR3 ? P×P
 6 B—QKt5 P×P
 7 P×P B—B4
 8 Castles Kt—K2
 9 Kt—Kt5 ? Castles
 10 Q—R5 P—KR3
 11 Kt—B3 B—Q2
 12 B—Q3 Q—K1

This induces White to retire, as with his weak Pawn position he is not anxious to exchange Queens. But Morphy has a subtle scheme undreamt of by his opponent.

13 Q—Kt4 R×Kt

Position after Black's 13th move



14 Q×R Kt×P
 15 Q—Kt3 Kt×B
 16 Q×Kt B—Kt4
 17 Q—R3 B×R
 18 Q×Pch K—R2

19 K × B Q—R4
 20 B—B4 R—KB1
 21 B—Kt3 Kt—B4

White resigns.

GAME XXXVII

4th Match Game, Aug. 1858

White : **Black :**
 OWEN MORPHY
 (Remove Black's KBP)

1 P—K4	P—K3
2 P—Q4	P—Q4
3 P—K5	P—B4
4 P—QB3	Kt—QB3
5 Kt—B3	Q—Kt3
6 B—Q3	P—Kt3
7 Castles	B—Q2
8 P—QR4	P—QR4
9 Kt—R3	P—B5
10 B—B2	Kt—R3
11 Kt—QKt5	Kt—B2

Black cannot allow White's Kt—Q6.

12 P—QKt3	P × P
13 B × QKtP	B—K2
14 R—K1	

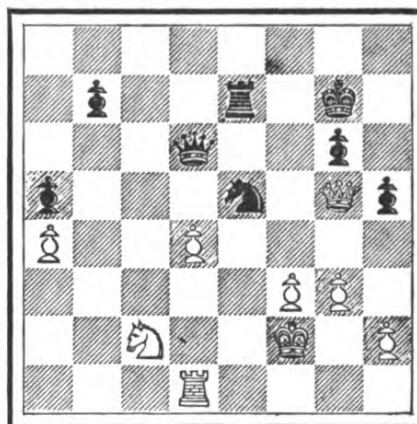
14 P—B4 was stronger.

	Castles KR
15 B × P ?	P × B
16 P—K6	B—K1
17 P × Ktch	R × P
18 B—Kt5	B—Q2
19 R—Kt1	Q—Q1
20 B × B	R × B
21 Q—Kt3	B—B4
22 QR—B1	B—Q6
23 Kt—R3	B—K7
24 P—B4	

White's last two moves have spoilt his game.

	B × Kt
25 R × R	Q × R
26 Q × B	P × P
27 Q—B3	R—K1
28 Q × Pch	K—Kt2
29 Kt—B2	Q—Kt4
30 R—Q1	R—K5
31 Q—B3	Q—B3
32 Q—Q2	Q—Q3
33 P—Kt3	P—R4
34 P—B3	R—K2
35 Q—Kt5	Kt—K4
36 K—B2	

Black to make his 36th move



	Kt × P !
37 K × Kt	Q—QB3ch
38 P—Q5	R—B2ch
39 K—Kt2	Q × Ktch
40 R—Q2	Q—K5ch
41 K—R3	Q—K8
42 P—Q6	Q—B8ch
43 R—Kt2	R—Q2
44 Q—K5ch	Q—B3
45 Q—Kt2	R × P
46 Q × Pch	K—R3
47 Q—Kt5	P—Kt4

and wins

GAME XXXVIII

5th Match Game, Aug. 1858

White : Black :

OWEN MORPHY

(Remove Black's KBP)

- | | |
|-----------|--------|
| 1 P—K4 | P—K3 |
| 2 P—Q4 | P—Q4 |
| 3 B—Q3 | P—KKt3 |
| 4 Kt—KB3 | P—B4 |
| 5 P—B3 | Kt—QB3 |
| 6 Castles | Q—Kt3 |
| 7 KP × P | KP × P |
| 8 R—K1ch | B—K2 |
| 9 Kt—Kt5 | Kt—B3 |
| 10 Kt × P | |

This is the explanation of White's last move. He gets now a Rook and three Pawns for his Knight and Bishop, a good bargain ; but subsequent errors of judgment betray him.

- | | |
|------------|--------|
| | R × Kt |
| 11 B × Pch | R—B2 |
| 12 B—Kt5 | |

Maroczy commends 12 P × P.

- | | |
|---------|-------|
| | B—Kt5 |
| 13 Q—B2 | |

If 13 P—B3, B—R4.

- | | |
|------------|---------|
| | K—B1 |
| 14 B × R | K × B |
| 15 P—KR3 ? | B—R4 |
| 16 B × Kt | B—Kt3 ! |

The effect of White's 15th move is now apparent.

- | | |
|-----------|-------|
| 17 Q—K2 | B × B |
| 18 Q—K6ch | K—Kt2 |

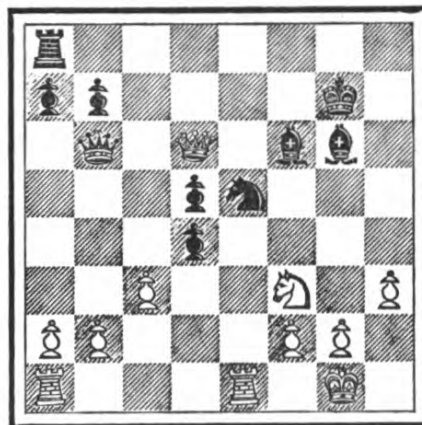
- | | |
|-----------|-------|
| 19 Q—Q7ch | K—R1 |
| 20 Q—Q6 | K—Kt2 |
| 21 Kt—Q2 | |

Avoiding the draw—to his cost.

- | | |
|----------|---------|
| | P × P |
| 22 Kt—B3 | Kt—K4 ! |

Decisive. If 23 Q × Q, Kt × Ktch ; 24 P × Kt, P × Q, Black's two Bishops come into operation very powerfully.

Position after White's 22nd move



- | | |
|-----------|------------|
| 23 Q—R3 | Kt × Ktch |
| 24 P × Kt | P × P |
| 25 P × P | R—KKt1 |
| 26 R—K3 | K—R1 |
| 27 K—R1 | P—Q5 |
| 28 P × P | B × P |
| 29 QR—K1 | B × R |
| 30 R × B | Q—Kt8ch |
| 31 K—R2 | B—K5 ! |
| 32 Q—B3ch | R—Kt2 |
| 33 R—K1 | Q—Kt3 |
| 34 R—K3 | Q—Q3ch |
| 35 K—R1 | B × Pch |
| 36 R × B | Q—Q8ch |
| 37 K—R2 | Q—Kt8 mato |

GAME XXXIX

6th Match Game, Aug. 1858

White : Black :
OWEN MORPHY
(Remove Black's KBP)

1 P—K4	P—K3
2 P—Q4	P—Q4
3 B—Q3	P—KKt3
4 Kt—KB3	P—B4
5 P—B3	Kt—QB3
6 P—K5	

Not an improvement on his previous
6 Castles, followed by KP×P.

	Q—Kt3
7 Castles	B—Q2
8 B—K3 ?	

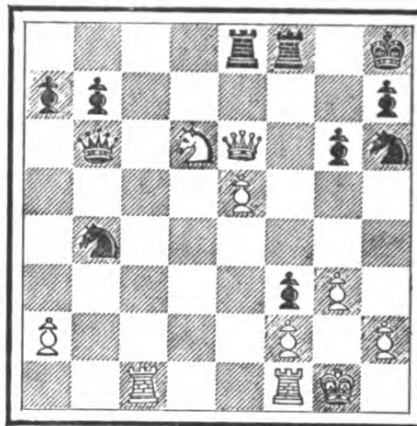
This loses two Pawns without com-
pensation.

	P—B5
9 B—B2	Q×KtP
10 QKt—Q2	Q×BP
11 R—Kt1	Kt—Kt5
12 Kt—K1	B—R3
13 B×B	KKt×B
14 R—B1	Q×P
15 KKt—B3	Q—B4
16 B—K4	Castles KR

If P×B, then 17 Kt×KP, followed
by Kt—B6ch. But the text-move
is inferior to 16..P—QKt4.

17 Kt×P	P×B
18 Q×B	P×Kt
19 Q×KPch	K—R1
20 Kt—Q6	Q—Kt3
21 P—Kt3	QR—K1

Position after Black's 21st move



This looks like a careless move,
induced by his easy victories over
Owen. 21..Kt—B4 does not lead
to such complications as to make us
suppose Morphy purposely avoided
them and gave up the Exchange in
order to simplify. It is true he
still has a won game.

22 Q—R3	Kt—B4
23 Kt×R	R×Kt
24 KR—Q1	R—Q1
25 P—Kt4	Kt—Q5
26 K—R1	Kt—K7

This at least is an undoubted blun-
der, permitting White to draw in-
geniously. 26..Q—K3 was correct.

27 Q×BP	Kt×R
28 R—Q6 !	Kt—B3
29 Q—B6ch	K—Kt1
30 Q—K6ch	and draws by per- petual check

GAME XL

7th Match Game, Aug. 1858

White : Black :

OWEN MORPHY

(Remove Black's KBP)

1 P—K4 Kt—QB3
 2 P—Q4 P—K4

The defence adopted by Black this time is inferior to either of those employed by him before. White may get a good game by 3 P×P, followed possibly by Q—R5ch.

3 Kt—KB3 P×P
 4 B—QB4 Q—B3
 5 Castles P—Q3
 6 Kt—Kt5 Kt—R3
 7 P—QB3

J.L. suggests 7 P—B4.

8 P—B3 B—Kt5
 9 B—Q5 B—Q2
 10 QKt×P P×P
 11 Kt—Kt5 B—K2
 12 P—B4 B—Q1
 13 Kt—QB3 Kt—K2!

If 13 P—K5, P×P; 14 P×P, Q—Kt3ch.

14 Q—Kt3 B—Kt5
 15 P—K5 P—B3

If 15 Q×P, B—Kt3ch; 16 K—R1, R—QB1; 17 B—Kt3, R—B2; 18 Q—R6, Black has not quite so comfortable a game as J.L. seems to think.

16 QKt—K4 P×P
 B—Kt3ch

17 K—R1 Q—Kt3
 18 B—B7ch Kt×B
 19 Kt×Kt Kt—Q4

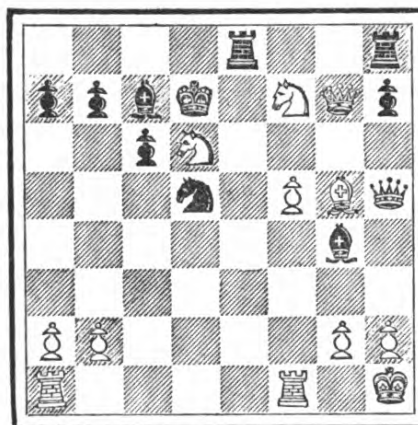
Not 19..R—KB1, because of 20 QKt—Q6ch, etc.

20 QKt—Q6ch K—K2
 21 P—B5

What is the objection to 21 Kt×R? If 21..Q×Kt; 22 P×P, with powerful threats.

22 B—Kt5ch Q—R4
 23 Q—Kt3 K—Q2
 24 Q×P B—B2
 25 Q×P QR—K1

Position after White's 25th move



B×Kt

J.L. says that 25..KR—Kt1 was speedier. This is so far true that Morphy's move seems not to force a win—whereas after 25..KR—Kt1; 26 Kt—K5dbl.ch, K×Kt; 27 Kt—B4ch, K—B4, White has no resource.

26 Kt—K5dbl.ch K—B1

27 Q—Q7*ch* K—Kt1
 28 Q × B*ch* K—R1
 29 B—B4 ?

After 29 Kt × P it is difficult to
 dispute Maroczy's verdict of a
 drawn game.

30 Kt × P Q × BP
 31 P × B B—R6 !
 32 K—Kt1 Q—K5*ch*
 33 R × Kt Kt × B
 KR—Kt1*ch*
 and wins

SECTION IV

MATCH v. D. HARRWITZ

MORPHY'S first match after his arrival in Paris was with Daniel Harrwitz,* as was only natural, seeing that Harrwitz, a German by birth, had, after seven years spent in England, settled down in Paris in 1856 and was undisputed king at the Café de la Régence, succeeding to the great Kieseritzky's professorial post there. The match was for the first 7 won games. It began in September 1858, and, after continuing somewhat irregularly on account of the alleged indisposition of Harrwitz, was ended by his retirement in October, when the score stood : Morphy 5 ; Harrwitz 2 ; drawn 1. It is noteworthy that Steinitz discovers "a marked improvement" in Morphy's play as compared with his play against Löwenthal.

GAME XLI

1st Match Game, Paris, Sept. 1858

QUEEN'S GAMBIT DECLINED

White :	Black :
HARRWITZ	MORPHY
1 P—Q4	

Harrwitz shows himself, in this match, a two-opening player ; always beginning with P—Q4 as White, and always defending with the Philidor as Black. Morphy let him have the Gambit Declined in

* Daniel Harrwitz, b. Breslau, 1823 ; made a name in Paris, especially as a blindfold player, as early as 1845 ; came to England, 1846, and lost a match to Staunton (7 games level, 7 receiving P and move, 7 receiving P and 2) ; back in Germany, played an unfinished match with Anderssen (score 5-6), 1848 ; settled in England, 1849, receiving engagements at

this game, but fell back on his favourite Dutch Defence in his remaining games as Black.

	P—K3
2 P—QB4	P—Q4
3 Kt—QB3	Kt—KB3
4 B—B4	P—QR3

Morphy considered Harrwitz's 4th move the most forcible of all possible at this stage ; and indeed gave Harrwitz's adoption of it as the reason for his own subsequent recourse to the Dutch Defence. It may be remarked that Morphy by an inferior reply renders the move stronger than it need be. Best is

the St. George's and London Chess Clubs ; started *British Chess Review* ; beat Löwenthal 11-10 (after the score had been 9-2 against him) ; moved to Paris, 1856 ; beat A. de Rivière 5-2 ; 2 years after losing the present match, lost another to Kolisch, and retired to Bozen, Austrian Tyrol, where he died, 1884. See also Biography.

4..P×P, and if 5 P—K3, Kt—Q4; though Lasker used to prefer 4..B—K2, soon followed by P—B4, or 4..P—B4 at once.

5 P—K3 P—B4

Having played P—QR3, Morphy might well have continued here with the moves which Harrwitz's leisurely development soon allowed him to make—P×P, P—QKt4, and B—Kt2.

6 Kt—B3	Kt—B3
7 P—QR3	BP×P
8 KP×P	P×P
9 B×P	P—QKt4
10 B—Q3	B—Kt2
11 Castles	B—K2
12 B—K5	Castles
13 Q—K2	Kt—Q4
14 B—Kt3	K—R1

Morphy afterwards said this lost him the game, and that 14..B—B3 was correct. Maroczy prefers 14..Kt×Kt; 15 P×Kt, R—B1.

15 KR—K1 B—B3

The intention of K—R1 had been to allow 15..P—B4. But Black discovers that he still cannot make the move.

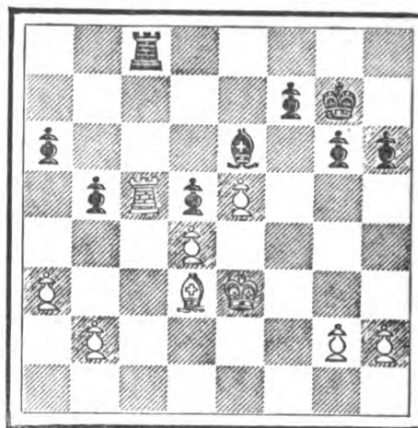
16 Q—K4	P—Kt3
17 Kt×Kt	Q×Kt
18 Q×Q	P×Q
19 Kt—K5	QR—Q1
20 Kt×Kt	B×Kt
21 QR—B1	R—B1
22 B—Q6	R—KKt1
23 B—K5	K—Kt2

23..B×B; 24 R×B by no means left the game quite even, as some of the early annotators claimed. White would have a decided advantage.

24 P—B4	B—Q2
25 K—B2	P—R3
26 K—K3	R×R
27 R×R	R—QB1
28 R—B5	B×B
29 BP×B	B—K3

If Black exchanges Rooks, White's K—Q4 decides the game. Now follows an interesting piece of end-game play.

White to make his 30th move



30 P—QR4	P×P
31 B×RP	R—QKt1
32 R—Kt5	R—Q1

R—QR1 at once saved a move.

33 R—Kt6	R—QR1
34 K—Q2	B—B1
35 B×B	R×B
36 R—Kt5	R—QR1

To the obvious R—Q1 the reply was 37 K—B3, and the isolated RP must fall.

37 R×P	P—R6
38 P×P	R×P
39 R—B5	K—B1
40 K—K2	K—K2

41 P—Q5	K—Q2
42 R—B6	P—R4
43 R—B6	K—K2
44 P—Q6 ch	K—K1
45 P—K6	P×P
46 R×P ch	K—B2
47 P—Q7	R—R1
48 R—Q6	K—K2
49 R×P	K×P
50 R—Kt5	R—R1
51 K—B3	K—K3
52 K—Kt3	P—R5 ch
53 K—Kt4	P—R6
54 P—Kt3	K—B3
55 R—KR5, and wins	

[3½ hours]

GAME XLII

2nd Match Game, Sept. 1858

PHILIDOR'S DEFENCE

White :	Black :
MORPHY	HARRWITZ
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	P×P
4 Q×P	

Compare Games XXVII, XLIV, XLVI, and LXVII; and see note on XX, move 4.

	Kt—QB3
5 B—QKt5	B—Q2
6 B×Kt	B×B
7 B—Kt5	Kt—B3

Lasker speaks of White's B as an *agent provocateur*, tempting Black to attack it with 7..P—B3, which

is inferior to Harrwitz's move here, See Game XLIV.

8 Kt—B3

It has been much disputed whether White should have played 8 B×Kt, and if Q×B; 9 Q×Q. Morphy's preference for keeping his Queen can be readily understood.

	B—K2
9 Castles QR	Castles
10 KR—K1	P—KR3
11 B—R4	Kt—K1
12 B×B	Q×B
13 P—K5	

This hardly seems good, leading to a shattered K side, without sufficient compensation in attack.

	B×Kt
14 P×B	Q—Kt4 ch
15 K—Kt1	

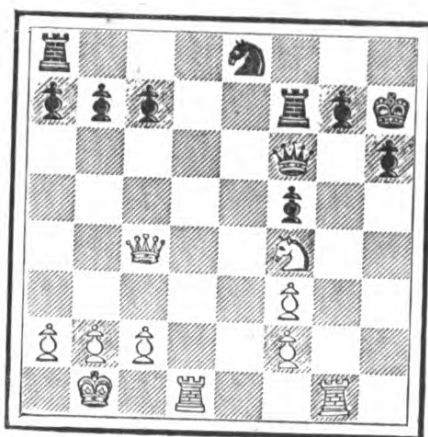
With all deference to J.L., 15 P—B4 is better.

	P×P
16 R×P	Q—Kt7
17 Kt—Q5	Q×RP
18 KR—K1	

Two alternatives suggest themselves: 18 QR—K1; and 18 P—KB4, the latter being Maroczy's recommendation, to hinder the retreat of the Black Queen. Morphy, however, wants to use the open Kt file.

	Q—Q3
19 R—Kt1	K—R2
20 Q—K3	P—B4
21 Kt—B4	Q—QKt3
22 Q—K2	R—B2
23 Q—B4	Q—KB3

Position after Black's 23rd move



24 Kt—R5

24 R—Kt6, Q—K2; 25 R—K6, R—Q1 leads to nothing for White. The text-move and 26 P—R3, however, are part of a fruitless combination, which Black meets without difficulty, proceeding then to cut off the Knight.

25 QR—K1 Q—K2
26 P—R3 Q—Q2

Making a flight-square for his King, and threatening 27 R×Kt, Q or R×R; 28 R×Pch, etc. But, as Black has an answer to this, the move merely wastes time. 26 Q—B3 is better.

27 Q—Q4 Kt—Q3
28 R—Kt2 ? R—KKt1
29 Q—B3 Kt—K1
30 R—R1 P—B5 !
31 QR—Kt1 P—KKt3
32 Q—K1 Q—Q4
33 R—Kt5 Q×Kt
34 Q—K6 Q×P
35 Q—K7ch R—B3
36 Q×Kt R—Kt2
 P×R

37 Q—K1

Q—B3

and wins

This made Harrwitz's third successive win against Morphy (see Game CCXXV below). Steinitz says that "no satisfactory explanation is given" how Morphy lost this game. 13 P—K5 had much to do with the loss; so had the Knight's manœuvre on the KR file.

[5½ hours]

GAME XLIII

3rd Match Game, Sept. 1858

QP GAME : DUTCH DEFENCE

White :

Black :

HARRWITZ

MORPHY

1 P—Q4

P—KB4

2 P—QB4

P—K3

3 Kt—QB3

Kt—KB3

4 B—Kt5

B—Kt5

5 Q—Kt3

P—B4

This move seems to upset White, for he replies wrongly, letting Black secure his centre. 6 P—K3 was correct.

6 P—Q5 P—K4
7 P—K3 Castles
8 B—Q3 P—Q3
9 Kt—K2 P—KR3
10 B×Kt Q×B
11 P—QR3 B×Ktch
12 Q×B Q—Kt3
13 Castles KR Kt—Q2
14 P—QKt4

It is noteworthy how Morphy takes advantage of the weakness of White's QBP following on this—a

weakness still more evident after
18 B×Kt and 19 P×P.

15 P—B3 P—Kt3
 P—KR4

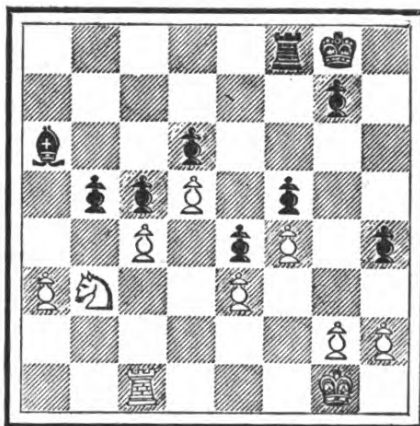
To prevent P—Kt4, and ready to
drive the Knight from Kt3.

16 B—B2 B—Kt2
17 B—R4 Q—B2
18 B×Kt ?

Much stronger was 18 B—B6
(Maroczy).

19 P×P ? Q×B
20 P—B4 KtP×P
21 QR—Kt1 P—K5
22 KR—B1 B—R3
23 Kt—Kt3 Q—R5
24 Kt—B1 P—R5
25 Kt—Q2 QR—Kt1
26 R×R R—Kt3
27 Q—Kt3 P×R
28 Kt×Q Q×Q
 P—QKt4 !

Position after White's 28th move



29 P×P

If he does not take but defends with
the Knight, then comes 29... R—R1.

30 Kt—R5 B×P
31 Kt—Kt7 R—R1
32 R—B3 R—R3
33 Kt—Q8 K—B1
34 R—Kt3 B—Q2
35 R—Kt8 K—K2
36 K—B2 P—B5
37 K—K2 P—B6
38 Kt—B6ch R×P
39 P×B B×Kt
40 K—Q2 P—B7
 R—B6 !

Probably Harrwitz on his 38th
move overlooked that this fine move
of Black's won his passed Pawn.
Morphy plays the whole ending
admirably and shows no sign of
discomposure over his bad start
in the match.

41 K—B1 R×BP
42 R—Kt3 K—B3
43 R—R3 P—Kt4
44 P—Kt3 RP×P
45 RP×P P×P
46 KtP×P K—Kt3
47 R—R5 R—B4
48 R—R6 R—B6
49 R×Pch K—R4
50 R—Q2 K—Kt5
51 R—Kt2ch K—B6
52 R—Kt5 R—B4
53 R—R5 K×P
54 R—R4 K—B6

White resigns.

[3 $\frac{3}{4}$ hours]

GAME XLIV

4th Match Game, Sept. 1858

PHILIDOR'S DEFENCE

White :	Black :
MORPHY	HARRWITZ
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	P×P
4 Q×P	Kt—QB3
5 B—QKt5	B—Q2
6 B×Kt	B×B
7 B—Kt5	P—B3

In the 2nd game Harrwitz correctly played Kt—B3. The text-move leaves a hole in the centre and helps to shut in the KB.

8 B—R4

Steinitz prefers B—K3.

	Kt—R3
9 Kt—B3	Q—Q2 ?

A match game Löwenthal—Harrwitz, 1857, ctd. : 9.. B—K2 ; 10 Castles KR, Castles ; 11 Kt—Q5, B—Q2. In the present game Black occupies with his Queen a square which should be kept for his Bishop.

10 Castles KR	B—K2
11 QR—Q1	Castles KR
12 Q—B4ch	R—B2 ?

K—R1, followed by Kt—B2 (or *vice-versa*) was better.

13 Kt—Q4

13 P—K5, says the *A.C.M.* (? Morphy's notes), is not good ; and Steinitz calls the text-move much superior. The variations arising

from 13 P—K5 are at least interesting, White's threat being P—K6.

	Kt—Kt5
14 P—KR3	Kt—K4
15 Q—K2	P—KKt4

This prevents White's P—B4 ; but it leaves another hole in his game, of which White promptly takes advantage.

16 B—Kt3	R—Kt2
17 Kt—B5	R—Kt3
18 P—B4	

A move which shows fine strategical genius (Steinitz).

	P×P
19 KR×P	K—R1
20 R—R4	B—B1
21 B×Kt	BP×B
22 R—KB1	Q—K3

R—K1 was better, with a view to P—Q4.

23 Kt—Kt5	Q—Kt1 ?
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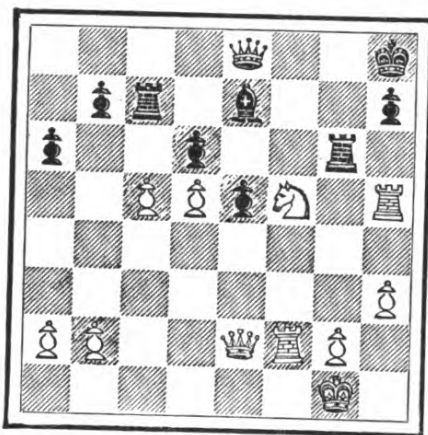
Q—Q2 would have made White's last move useless. It is, as a matter of fact, Morphy's one small error in a very fine game. His next move is a necessary precaution.

24 R—B2	P—QR3
25 Kt×BP	R—B1
26 Kt—Q5	B×Kt
27 P×B	R—B2

If Q×P, 28 R×Pch, K×R ; 29 Q—R5ch, B—R3 ; 30 Kt×B, R×Kt ; 31 Q—B5ch, etc. The point of White's 24th move is here apparent, saving the mate on KKt2.

28 P—B4	B—K2
29 R—R5	Q—K1
30 P—B5 !	

Position after White's 30th move



R × P

If P × P, 31 Q × Pch wins. And if R—Q2, 31 P × P, B × P; 32 Kt × B, QR × Kt (KR × Kt is worse); 33 R × KP, Q—Q2 (Q—Kt4; 34 R—K8ch, K—Kt2; 35 Q—K7ch, etc.); 34 R—K8ch, R—Kt1; 35 Q—K5ch, Q—Kt2; 36 QR—B8 wins.

31 R × Pch	K × R
32 Q—R5ch	K—Kt1
33 Kt × Bch	K—Kt2
34 Kt—B5ch	K—Kt1
35 Kt × P	Resigns

This is admitted by Steinitz to be a brilliant game—one of the only two “brilliant” which he allows to be among Morphy’s actual match games. The other is the 9th game against Anderssen.

[3 hours]

GAME XLV

5th Match Game, Sept. 1858

QP GAME: DUTCH DEFENCE

White :	Black :
HARRWITZ	MORPHY
1 P—Q4	P—KB4
2 P—QB4	P—K3

3 Kt—QB3	Kt—KB3
4 B—Kt5	B—K2

In the 3rd game he played B—Kt5. The text-move is better.

5 P—K3	Castles
6 B—Q3	P—QKt3
7 KKt—K2	B—Kt2
8 Castles	Kt—R4

Freeing his position—and, as Maroczy points out, showing the disadvantage of White’s 4 B—Kt5 against the Dutch Defence.

9 B × B	Q × B
10 Kt—Kt3	Kt × Kt
11 RP × Kt	P—Q3
12 P—B4 ?	Kt—B3

Kt—Q2—KB3 looks a natural development.

13 P—KKt4	Kt—Kt5
14 P × P	

Emphasizing the weakness of his KP. 14 B—Kt1, followed by P—QR3, was necessary.

	P × P
15 Q—Q2	QR—K1
16 QR—K1	Q—R5

Good; but 16..Kt × B; 17 Q × Kt, Q—R5 was perhaps better still.

17 B—Kt1	R—K3
18 Q—KB2	Q—R4
19 P—Q5	R—R3
20 Q—B3	Q—R5
21 P—R3	Kt—R3
22 P—QKt4	

White improved his game considerably by his 17th–20th moves. The same, however, cannot be said of the last two. P—R3 helped the hostile Knight on his long journey to KKt5, whence he cannot be dislodged; and P—QKt4 leaves the QBP weak, as in the 3rd game. But the latter weakness need not

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have become pronounced in the present game.

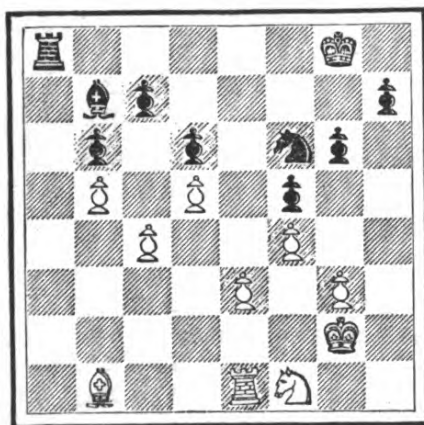
	Kt—Kt1
23 Kt—K2	Kt—Q2
24 Kt—Kt3	P—Kt3
25 K—B2	Kt—B3
26 R—R1	Kt—Kt5ch
27 K—Kt1	Q—B3
28 R×R	Kt×R
29 Q—Q1	Kt—Kt5
30 Q—Q2	Q—R5
31 Kt—B1	R—K1
32 P—Kt3	Q—R6
33 P—Kt5	Kt—B3
34 Q—KKt2	

White has a difficult game owing to his weakness on the K file. But by exchanging Qs he enables Black to operate on the QR file more effectively. Maroczy suggests 34 P—K4.

	Q×Qch
35 K×Q	P—QR3!
36 P—R4	P×P
37 RP×P	R—R1

With Kt×P Black could have gained three Pawns for his Knight.

Position after White's 37th move



38 Kt—Q2	R—R6
39 P—K4	P×P

40 Kt×P	Kt×Kt
41 B×Kt	

R×Kt was much better. If then 41..R—Kt6; 42 R—K8ch, K—B2; 43 R—QKt8. If 41..K—B2, perhaps 42 K—B2 gives the best chance of a draw.

	R—QB6
42 B—B3	K—B2

If R×QBP, 43 R—K8ch and 44 R—QKt8.

43 R—K4	B—B1
44 B—K2	B—B4
45 R—Q4	P—R4
46 K—B2	K—B3
47 R—Q2	B—B7
48 K—K1	B—K5
49 K—B2	K—B4
50 R—R2	P—R5
51 P×P	K×P
52 R—R7	R—KR6
53 R×P	R—R7ch
54 K—K1	K—K6

White resigns.

[5½ hours]

GAME XLVI

6th Match Game, Sept. 1858

PHILIDOR'S DEFENCE

White :

Black :

MORPHY

HARRWITZ

1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	P×P
4 Q×P	Kt—KB3

Inferior to both Kt—QB3 and B—Q2. Nevertheless it is not hopelessly bad, especially when White continues as in the present game.

5 P—K5

Steinitz does not approve of this, and gives 5 Kt—B3, Kt—B3; 6 B—QKt5, B—Q2; 7 B×Kt, B×B; 8 B—K3, B—K2; 9 Castles, Castles; 10 Q—B4, Q—B1 as the best play on both sides (*M.C.I.*, 148).

P×P

Here is Harrwitz's real mistake. 5..Q—K2, and if 6 B—K3, Kt—Kt5; 7 P×P, Q×P was correct (*M.C.I.*, 149).

6 Q×Qch	K×Q
7 Kt×P	B—K3
8 Kt—QB3	B—Q3

Why not B—QKt5? It would obviate the evil choice which Black has next move of developing White or getting an isolated Pawn on the Q file.

9 Kt—B4	B×Kt
10 B×B	R—K1ch
11 B—K3	K—K2

Kt—Kt5 is better.

12 Castles QR	P—QR3
13 B—KKt5	Kt—Q2
14 Kt—K4	P—R3
15 B×Ktch	Kt×B
16 Kt×B	P×Kt
17 KR—K1ch	K—B1
18 R×Rch	Kt×R
19 B—Q5	R—Kt1

R—R2 is even less promising.

20 B—B3	P—KKt3
21 P—B3	K—K2
22 R—K1ch	K—B1
23 K—B2	Kt—B2
24 K—Kt3	

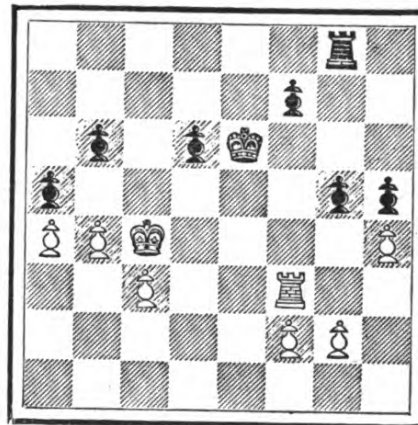
P—QKt4 was better, because, as the game went, Black could have checked with Knight on move 25, driving White's King to R3. Morphy lost time over the King's excursion.

	Kt—K3
25 K—R4	P—Kt3
26 P—QKt4	P—KR4
27 P—R4	K—K2
28 R—K3	K—Q2
29 B—Q5	R—K1
30 K—Kt3	R—KKt1
31 R—B3	K—K2
32 P—R4	P—R4
33 B×Kt	K×B

Black throws away excellent drawing chances by this, while White now handles the end-game with great skill.

34 K—B4	P—KKt4
---------	--------

White to make his 35th move



35 K—Kt5	RP×P
36 BP×P	P×P
37 K×P	R—Kt1ch
38 K—R5	K—Q4
39 R—Q3ch!	K—B5
40 R×P	R×P
41 R—Q4ch	K×R

42 K × R P—B4
 43 P—B4 K—K6
 44 P—R5 K—B7
 45 P—R6 K × P
 46 P—R7 P—R6
 47 P—R8(Q)ch K—Kt8
 48 Q—B3 and wins

If 48..P—R7, 49 Q—Kt3ch, K—R8; 50 Q—B2, mating next move.

[Time not recorded]

GAME XLVII

7th Match Game, Sept. 29, 1858

QP GAME: DUTCH DEFENCE

White :	Black :
HARRWITZ	MORPHY
1 P—Q4	P—KB4
2 P—QB4	

Harrwitz clearly had no doubts as to the superiority of this over 2 P—K4, which is nowadays considered the better move of the two.

	P—K3
3 Kt—QB3	Kt—KB3
4 B—Kt5	B—K2
5 P—K3	Castles
6 B—Q3	P—QKt3
7 KKt—K2	B—Kt2
8 B × Kt	

Avoiding the variation which he got in the 5th game by castling at once.

	B × B
9 Castles	Q—K2
10 Q—Q2	P—Q3
11 P—B4	

The same weak move which he made in the 5th game. 11 P—K4 was far better here.

	P—B4
12 P—Q5	Kt—R3
13 P × P	Q × P
14 QR—K1 ?	B—R5

Forcing White either to play as he does or to compromise his K side still more by P—Kt3.

15 Kt—Kt3	Q—Kt3
16 Kt—Q5	QB × Kt
17 P × B	B × Kt
18 P × B	Kt—B2
19 K—B2	QR—K1
20 R—KR1	R—K2
21 R—R4	Q—B2

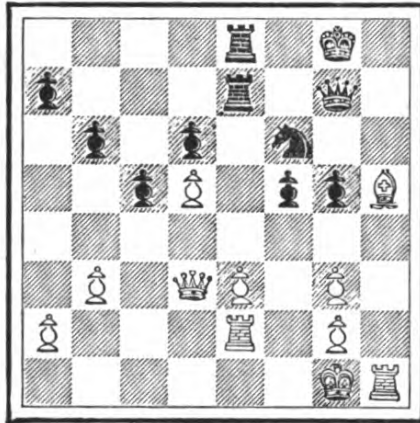
Anticipating 22 P—KKt4, which White indeed might still have played. At first sight the move looks good. Black could not then continue 22..Q × P, on account of 23 Q—B2. But he might play 22..P—KKt4, with a tremendous attack.

22 B—K2	Kt—K1
23 Q—Q3	Kt—B3
24 B—B3	P—Kt3
25 R—K2 ?	KR—K1

J.L. suggests 25..P—KKt4; 26 P × P, Kt—K5ch; 27 K—Kt1, Kt × P (Kt6); 28 R—K1, Q—Kt2, with a strong game. The same variation is possible next move also.

26 P—Kt3	Q—Kt2
27 R—R1	P—KR3
28 K—Kt1	P—KKt4
29 P × P	P × P
30 B—R5	

Black to make his 30th move



Kt—K5!

31 R—K1

If B×R, Black mates in 6 with Q—R8ch, etc.

32 B—B3	R—KB1
33 R—R3	Kt×P
34 R—R6	Q—K4
35 B—Q1	P—Kt5
36 R—R4	K—Kt2
37 R×R	R—KR1
38 B—B2	K×R
39 Q—Q2	R—R2
	Q—Kt7

By his 38th move Black threatened Kt—K5. Now he threatens R—R8ch, followed by Kt—K5ch.

40 R—Q1	R—R8ch
41 K—B2	R—B8ch

A mistake which throws away a victory. Of course if 42 R×R, Kt—K5ch wins. But by 42 K×Kt White escapes (see next note). Black had a forced win by 41.. R×R; 42 Q×R, Kt—K5ch; 43 K—Kt1, Kt—B6; 44 Q—Q3, P—Kt6; 45 Q×P, Q—B8ch; 46 Q—B1, Kt—K7ch.

42 K×Kt	Q—K4ch
43 K—R4	Q—B3ch

M.L. plausibly suggests that what Morphy overlooked on his 41st move was that after 43..K—Kt2; 44 R×R, Q—R7ch; 45 K—Kt5, Q—R3ch, he would no longer have the Rook to guard his KBP.

44 K—Kt3 Q—K4ch

Drawn by perpetual check.

[Time not recorded]

GAME XLVIII

8th Match Game, Sept. (? Oct.), 1858

PHILIDOR'S DEFENCE

White :	Black :
MORPHY	HARRWITZ
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	B—Kt5 ?

Universally condemned by the analysts. It is the defence with which Lasker lost to Van Vliet (White) at Amsterdam, 1889. Blackburne, however, has played it on several occasions, not without success.

4 P×P B×Kt

On account of the continuation in the next note this is not usually played, but 4..Kt—Q2, in the hope of a quick development to compensate for the Pawn lost. Then 5 P×P, B×P; 6 B—K2 is best (Van Vliet-Lasker). 4..Q—K2 was Blackburne's move against Pillsbury in the 1900 Cable Match.

5 Q×B

Morphy did not like an early exchange of Queens—Game XLVI is a rare example—or else he could have played 5 P×B, P×P; 6 Q×Qch, K×Q; 7 P—KB4, P—KB3; 8 R—Kt1, P—KKt3; 9

P×P, P×P; 10 Kt—B3 (*M.C.I.*, 152).

	P×P
6 B—QB4	Kt—KB3 ?
7 Q—QKt3	B—Q3

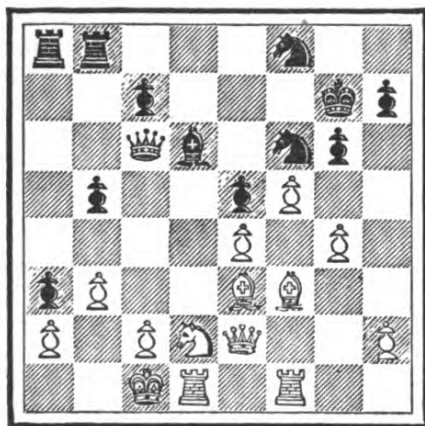
For the superior 7..Q—K2 see Game LXXIX. 7..Kt×P is fatal.

8 B×Pch	K—B1
9 B—Kt5	QKt—Q2
10 B—R5	P—KKt3
11 B—R6ch	K—K2
12 B—B3	Kt—B4
13 Q—B4	P—QKt4
14 Q—K2	Kt—K3
15 B—K3	P—QR3
16 Kt—Q2	K—B2
17 Castles QR	Q—K2
18 P—KKt3	KR—QKt1

The Q side attack at which Black aims is harmless in comparison with White's K side attack; and this Rook would have stood better in the centre.

19 B—Kt2 !	P—QR4
20 KR—B1	P—R5
21 P—KB4	P—R6
22 P—Kt3	K—Kt2
23 P—B5	Kt—B1
24 P—KKt4	Q—K1
25 B—B3	Q—B3

Position after Black's 25th move



26 Kt—Kt1	P—Kt5
27 Q—B2	QKt—Q2
28 P—Kt5	Kt—Kt1
29 P—B6ch	K—R1
30 P—B7	Kt—B4

If 30..Kt—K2, 31 B—Kt4, and all is over.

31 P×Kt(Q)ch	K×Q
32 B×Kt	B×B
33 Q—K2	Q—K3
34 Kt—Q2	K—R1
35 B—Kt4	Q—K2
36 Kt—B3	R—Q1
37 P—R4	R—Q3
38 R×R	P×R
39 Q—B4	R—KB1
40 Q—K6	B—K6ch
41 K—Q1	Q—QB2
42 Kt—Q2	B—B5
43 Kt—B4	Q—B4
44 Q—Q5	Q×Qch
45 P×Q	R—Q1
46 R—B3	K—Kt2
47 P—B3	R—QKt1
48 P×P	R×P
49 K—B2	K—B1
50 K—B3	R—Kt4
51 B—K6	R—B4
52 P—Kt4	R—B2
53 P—Kt5	K—K2
54 P—Kt6	R—Kt2
55 B—B8	R—Kt1
56 P—Kt7	K—Q1
57 Kt×QP	K—K2
58 Kt—Kt5	P—R3
59 P—Q6ch, and wins	

That Harrwitz did not resign long before this must presumably be attributed to pique. He now gave up the match.

[Time not recorded]

SECTION V

MATCH v. A. ANDERSSSEN

THE match between Morphy and Anderssen * was played at the Hotel de Breteuil, Paris, between December 20 and 28, 1858. The terms were, as in the encounter with Harrwitz, that the first seven won games to either party should decide the victory. The result was: Morphy 7; Anderssen 2; drawn 2. For other details see the Biography.

GAME XLIX

1st Match Game, Paris, Dec. 20, 1858

EVANS GAMBIT

White :	Black :
MORPHY	ANDERSSSEN
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—R4
6 P—Q4	P×P
7 Castles	Kt—B3

Morphy himself considered this the best reply here. Anderssen, strange to say, was the critic who did most

* Adolf Anderssen, b. Breslau, 1818, of Scandinavian descent; Professor of Mathematics, Breslau University; scored 6-5 in unfinished match v. Harrwitz, 1848; 1st prize London, 1851, in which year he also won a short match v. Löwenthal; after Morphy's retirement, took 1st prize, London, 1862, and on the strength of both tournament and match play was generally recognized as world's champion until his defeat by Steinitz by 8 games to 6 in 1866; last tournament Paris, 1878; d. 1879.

to prove its insufficiency, in an elaborate analysis published several years before the present match. Both the Compromised Defence (7...P×P) and 7...P—Q3 are preferable.

8 P—K5

Morphy seems not to have discovered yet the superiority of 8 B—R3, as played by him, *e.g.* against Greenaway four months later (Game CXXI).

P—Q4

9 B—QKt5

If 9 P×Kt, P×B; 10 P×P, R—Kt1; 11 B—Kt5, Q—Q4; 12 R—K1ch, B—K3; 13 QKt—Q2, R×P; 14 Kt—K4, K—B1; 15 B—R6, P×P; 16 Q—B1 (what else is there?), Q—R4; 17 Kt—B6, Q—Kt3; 18 Kt—Kt5, K—K2; 19 B×R, Q×B; 20 Kt×B, P×Kt; 21 Kt—Q5ch, K—Q2—and White has no attack left to compensate for his material inferiority.

Kt—K5

10 P×P

Better than 10 Kt×P. But Marroczy commends 10 Q—R4, Castles;

11 B×Kt, B×P; 12 Kt×B, Kt×Kt; 13 Q—B2, P×B; 14 Kt×P, White having now good drawing chances.

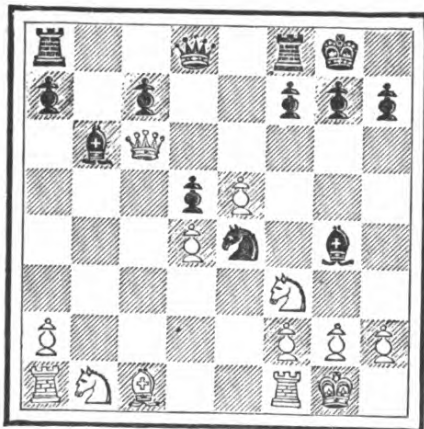
Castles

10..B—Q2 would have kept the Pawn. But Black prefers to abandon this in order to secure a positional advantage.

11 B×Kt	P×B
12 Q—R4	B—Kt3
13 Q×P	B—Kt5
14 B—Kt2	

A serious strategical error, says Steinitz, costing a Pawn and bringing his Bishop out of play. What Morphy feared, in reply to 14 B—K3 (which Steinitz calls correct), was 14..P—B3. This he wishes to meet with B—R3, as otherwise he gets a hopelessly bad Pawn position. Morphy's dilemma shows the soundness of Anderssen's judgment on move 10. With more vigour in the continuation (*see* moves 16, 38, 42, 49) Black should have won much more speedily than he did.

White to make his 14th move



15 P×B	B×Kt
	Kt—Kt4

16 Kt—Q2	R—K1
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16..Kt—R6ch was better still, as *J.L.* points out. If 17 K—Kt2, then Q—R5; 18 QR—Q1, QR—K1, followed by R—K3. And if 17 K—R1, then Q—R5; 18 Q×QP, Kt×Pch, winning at least the Exchange.

17 K—R1	Kt—R6
18 P—B4!	Q—R5
19 Q×QP	Kt×Pch
20 K—Kt1	Kt—Q6

The same reply would, of course, have come in with even more effect had White played 20 K—Kt2.

21 B—B3	Kt×P
22 Q—B3	Kt—R6ch
23 K—R1	Kt—Kt4
24 Q—Kt2	QR—Q1
25 R—KKt1	

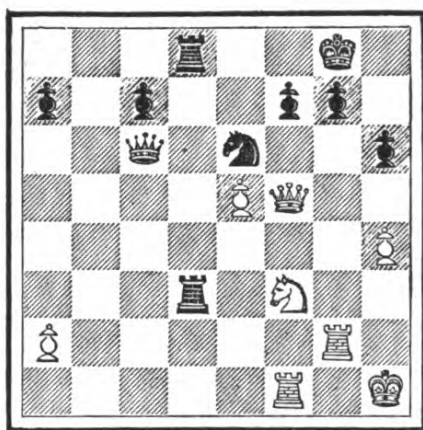
Better was 25 Kt—B3, Kt×Kt; 26 Q×Kt, R—Q2; 27 QR—Q1, when Black would find it hard to make his extra Pawn tell.

	P—KR3
26 QR—KB1	Q—R6!
27 Q—B6	Q—Q2
28 Q—Kt2	B×P

Black could not have won this Pawn on move 26 (because of 27 Kt—B3); but by twice offering an exchange of Queens, which White dare not accept, he has gained time to win it now. Morphy, however, works for an ingenious K side attack.

29 B×B	Q×B
30 Kt—B3	Q—Q4
31 P—KR4	Kt—K3
32 Q—Kt4	Q—B3
33 R—Kt2	R—Q6
34 Q—B5	KR—Q1

White to make his 35th move



35 Q—B6

Here comes the point. White could play 35 Q×Pch, K×Q; 36 Kt—Q4dis.ch, R—B6!; 37 R×Rch, Q×R; 38 Kt×Q. But this leaves Black with a won game after 38.. R—Q8ch; 39 K—R2, Kt—Q5. With the text-move, however, Morphy threatens R×Pch—a palpable menace and easily countered, but prolonging the game and affording Black more opportunity of error.

	Q—Q4
36 Q—B5	R—Q8
37 R×R	Q×Rch
38 K—R2	R—Q6?

Q—Q6 was correct, compelling the exchange of Queens. If then 39 Q—Kt4 (39 Q—B6, K—B1), P—KR4; 40 Q—Kt3, Q—K6, threatening by R—Q6 to force the exchange of all three pieces. White must therefore play Q—B2, and the Queens go off.

39 R—KB2	R—K6
40 Kt—Q2	R—K7
41 Q×Pch	K—R1
42 Kt—K4	R×Rch

And now R×Kt was simpler. If then 43 Q×Kt (43 Q—K8ch, K—

R2; 44 Q×Kt, Q—R4), Q—Q1; 44 K—Kt2, Q—R1; 45 K—R2, R×Pch; 46 K—Kt3, R—R4.

43 Kt×R	Q—Q4
44 Kt—Kt4	Q×RPch
45 K—Kt3	Q—Kt6ch
46 K—R2	Q—B7ch
47 K—Kt3	Q—B6ch
48 K—R2	Q—B3

Black has at last attained the square at which he has been aiming, holding the Knight and guarding against perpetual check. 48..Kt—Q5, e.g., led to a draw through 49 Q—K8ch, K—R2; 50 Kt—B6ch.

49 P—R5	P—R4
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49..Q—B7ch; 50 K—Kt3, Q—Q6ch; 51 K—Kt2 (51 K—B2, Q—Q7ch; 52 K—B1 or Kt1, Q—Q8ch), Q—R6ch, etc., was simpler.

50 Kt—B6!	P×Kt
51 Q×Pch	

If 51 P×P, then P—R5; 52 Q—Kt6, Q—Q3ch; 53 K—Kt1 (best), Q—Q8ch; 54 K—B2, Q—K7ch; 55 K—Kt1, Q—K8ch; 56 K—R2, Q—R5ch, etc.

	K—Kt1
52 Q—Kt6ch	K—B1
53 Q×Pch	K—K1
54 Q—Kt6ch	K—Q2
55 P—R6	Q—Q4
56 P—R7	

No move of the White Queen will avail, owing to the checking powers of the Black Queen.

	Q×Pch
57 K—Kt1	Kt—Kt4
58 P—R8(Q)	Q×Q
59 Q×Kt	Q—Q5ch
60 K—B1	P—R5
61 Q—B5ch	K—B3

62 Q—QB8

K—Kt4

As White cannot here capture the BP, he might have resigned at once. The game, however, continued: 63 K—K1, P—B4; 64 Q—Kt7ch, K—B5; 65 Q—B7ch, K—B6; 66 Q—B3ch, Q—Q6; 67 Q—B6ch, K—Kt6; 68 Q—Kt6ch, K—B7; 69 Q—R7, Q—B6ch; 70 K—K2, P—R6; 71 Q—R4ch, K—Kt7; 72 Q—Kt5ch, Q—Kt6; and White resigned.

[7 hours]

GAME L*2nd Match Game, Dec. 21, 1858*

RUY LOPEZ

White :	Black :
ANDERSSSEN	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 P—Q3	

This move, a favourite with Anderssen, is one which divides the critics, some of whom consider that it gives the most enduring attack, while others hold that it is against the spirit of the Ruy Lopez, which calls for P—Q4 early in the game. Morphy himself, who very rarely adopted the opening for White, played 5 P—Q4 (Game XXXIII) or 5 Castles (Game CXXVII). He considered that P—Q3 was wrong, as allowing Black to develop his KB at once, with a level game. The development of the Bishop, however, has given place in later days to 5..P—Q3, in answer to which Duras has played on many occasions 6 P—B4—the “Duras variation.”

B—B4

6 P—B3

A continuation advocated by Anderssen against the Berlin Defence, after 4 P—Q3 on both sides. Steinitz followed him there (going on with the development of the QKt to Q2—B1—Kt3). He also adopted the move at the present juncture, as in his 16th match game against Tchigorin, 1892. P—B3 certainly looks the natural answer to B—B4. Zukertort, it may be noted, condemned it as “here out of place, notwithstanding the opinion of all book authorities,” and maintained that by Castling at once White gets the better game against all continuations.

P—QKt4

Much favoured by Morphy as a counter-attack in this variation of the Lopez defence.

7 B—B2

The almost universal preference for B—Kt3 is doubtless correct, though there is more in the text-move than is generally allowed. The drawback is that the Bishop is difficult to maintain on B2, and its retirement to Kt1 (as in this and the 4th game of the present match) blocks in White's QR. In the recently fashionable form of the Lopez—3..P—QR3; 4 B—R4, Kt—B3; 5 Castles, B—K2; 6 R—K1, P—QKt4; 7 B—Kt3, P—Q3; 8 P—B3, Kt—QR4; 9 B—B2—the Bishop goes to the same square as at move 7 here; but Black has there renounced the option of P—Q4 and can no longer strike at the Bishop.

P—Q4

Steinitz calls this premature, and dislikes Black's position on account of the “holes” in it and the loose pieces on the Queen's wing. He

advocates 7..P—Q3. Other analysts pass Morphy's move without remark. In reply to it Steinitz himself, in the above-mentioned game with Tchigorin, played 8 Q—K2.

8 P×P Kt×P
9 P—KR3 ?

Anderssen feared the pinning of his Knight. But after 9 Castles, B—KKt5; 10 P—KR3, B—R4; 11 R—K1, what would have been amiss with his game ?

 Castles
10 Castles P—R3 ?

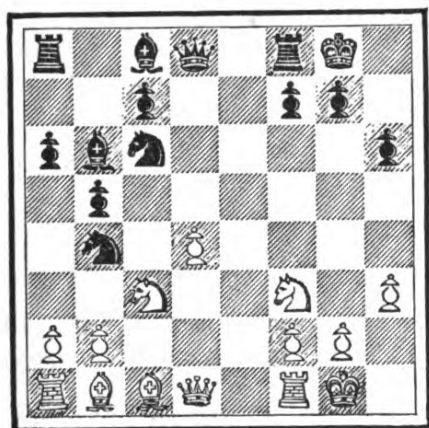
Waste of time. 10..B—Kt3, in anticipation of White's P—Q4, was best. 10..B—Q3 is also playable.

11 P—Q4

White gives himself an isolated Pawn. Steinitz commends 11 Kt×P, Kt×Kt; 12 P—Q4, B—Q3; 13 P×Kt, KB×P; 14 P—KB4, B—B3; 15 Q—Q3, and says that Black's game is then hopelessly compromised. Black need not, however, play 12..B—Q3, having Kt—Q2 at his disposal.

 P×P
12 P×P B—Kt3
13 Kt—B3 KKt—Kt5
14 B—Kt1

Black to make his 14th move



14 B—K3 would save the Pawn at the expense of the KB only. But White need not retreat at once, e.g. 14 B—K4, P—B4; 15 B—Kt1, loosening Black's K side position and indirectly protecting the threatened Pawn. For if now 15..QKt×P, then 16 Kt×Kt, Q×Kt; 17 Q—B3, followed by P—R3 and R—Q1 (Maroczy).

B—K3

Morphy would not have the proffered Pawn either in this or in the fourth game. He could, however, have done so with 14..QKt×P (not KB×P, which loses by 15 Kt—K2, B—Kt3; 16 P—R3, Kt—Q4; 17 Q—B2); 15 Kt×Kt, B×Kt (not Q×Kt, because of 16 Q—B3, etc., as in the variation in the last note); 16 Q—B3, B—K3; 17 Q—K4, R—K1; 18 R—Q1, P—QB4; 19 Q—R7ch, K—B1; 20 B—K3, Q—B3; 21 Kt—K4, Q—K4; 22 B×B, P×B; 23 P—B4, Q×P; 24 Q—R8ch, K—K2; 25 Q×KtP, R—KKt1; 26 Q×QP, R×Pch, etc. This analysis, which appears in its final form in Maroczy, has passed through many hands and seems to embody the best moves on both sides.

15 P—R3 Kt—Q4
16 Kt—K2

See note on the 15th move of the fourth game.

Kt—B3

Guarding against the threat Q—B2.

17 B—K3 R—K1
18 Kt—Kt3 B—B5

Morphy's last two moves are directed against the isolated Pawn, which 19 R—K1 would now abandon. Alternatively they compel 19 B—Q3, giving up the much-prized Bishop. Anderssen prefers to make an unsound sacrifice of the

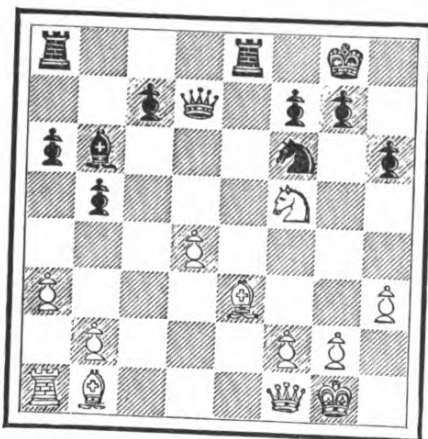
MORPHY'S GAME OF CHESS

Exchange. Why he followed it up with $Q \times B$ (instead of $K \times B$) is not clear.

19 Kt—B5 ?	B × R
20 Q × B	Kt—K2
21 KKt—R4	Kt × Kt
22 Kt × Kt	Q—Q2

Zukertort here commends the simplifying 22..Kt—K5, followed by Q—B3.

White to make his 23rd move



23 B × P

Anderssen's second sacrifice was practically forced, as Black threatened Kt—K5, *e.g.* if 23 Q—B1, Kt—K5; 24 P—KKt4, Kt—Kt4; 25 B × Kt, P × B; 26 Q × KtP, R—K8ch; 27 K—R2, P—Kt3—and there is nothing left. Morphy need not have accepted the sacrifice, as 23..B × P won without any risk. But he could accept it and win, had he not on his next move given Anderssen a chance for some fine end-game play.

	P × B
24 Q—B1	B × P ?

Now this move is bad. 24..Kt—R2; 25 Q × RP, P—KB3; 26 B—

R2ch (26 Kt—R4, R—K8ch; 27 K—R2, R × B), K—R1; 27 Kt—R4, R—KKt1; 28 B × R, K × R rendered White harmless.

25 Q × RP	R—K8ch !
26 K—R2	Kt—K5
27 B × Kt	R × B

27..R × R would have been answered by 28 Kt × B !

28 Q—Kt5ch	K—B1
29 Q—R6ch	K—K1
30 Kt × B	Q—Q3ch

30..R × Kt obviously loses. 30..Q × Kt; 31 Q—B6ch, K—K2; 32 Q × QR, R—K3; 33 Q—B3 offered poor prospects of more than a draw. The importance of Black's 25th move is now plain.

31 Q × Q	P × Q
32 R—Q1 !	K—B1

32..K—Q2 would have taken the K away from the wing on which he is needed against White's Pawns.

33 R—Q2	QR—K1
34 P—KKt4	QR—K4
35 P—B3	R—K8
36 P—KR4	R—Q4
37 K—Kt3	P—R4
38 P—R5	K—Kt1
39 K—B2	R—K1
40 K—Kt3	K—R2
41 K—B4	R—K2
42 K—Kt3	P—B3
43 K—B4	R—K1
44 K—Kt3	R—K2

Both players repeating their last two moves, the game was drawn.

[5 hours]

GAME LI

3rd Match Game, Dec. 22, 1858

RUY LOPEZ

White :

Black :

MORPHY

ANDERSSSEN

- | | |
|----------|--------|
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—Kt5 | Kt—B3 |
| 4 P—Q4 | |

The present game is the only example which we have of Morphy's treatment of the Lopez when met by the Berlin Defence. 4 P—Q4 is seldom adopted now in master-play, being considered productive, with correct play on both sides, of no more than a level game.

QKt × P

This, however, is not good. KKt × P is better ; and P × P better still.

- | | |
|-----------|--------|
| 5 Kt × Kt | P × Kt |
| 6 P—K5 | P—B3 |

Anderssen follows a *Handbuch* variation and comes to grief in it. *M.L.* points out the irony of a German master failing in a line of play analysed in Germany. That Morphy knew exactly what he was doing is clear from the quotation below, note on move 12; 6..Kt—Q4 (or K5) is better here.

7 Castles

Anderssen perhaps expected 7 B—B4, to which he could have replied P—Q4. His next move is inferior to 7..Kt—Q4, when might follow 8 Q × P, Kt—B2; 9 B—QB4, P—Q4.

- | | |
|-----------|-------|
| | P × B |
| 8 B—Kt5 ! | B—K2 |

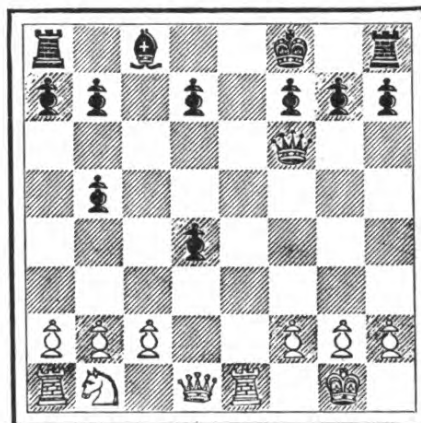
Best. 8..P—KR3 is fatal.

- | | |
|----------|-------|
| 9 P × Kt | B × P |
|----------|-------|

If P × P, 10 Q × P, R—KKt1; 11 B—B4.

- | | |
|-----------|-------|
| 10 R—K1ch | K—B1 |
| 11 B × B | Q × B |

White to make his 12th move



Morphy remarks in his notes on this game (*A.C.M.*, 1859): "Up to this move the game coincides with one played by Lange in his *Schach-partieen*. That distinguished master now played 12 Kt—R3, P—QR3; 13 Q—K2, Q—K3; 14 Q—Q2, Q—QKt3; 15 Q—Kt4ch, P—Q3; 16 Kt—B4, Q—B4; 17 Kt × P, Q × Q; 18 R—K8 mate." (Here 13..P—KKt3; 14 QR—Q1, P—Q4; 15 R—Q3 is better, but White's position is tremendously strong.) Morphy plays to develop his Kt to a more natural square. A game Bird—Steinitz, 1867, ctd.: 12 Q—K2, P—KKt3; 13 Kt—Q2.

- | | |
|----------|---------|
| 12 P—QB3 | P—Q4 |
| 13 P × P | B—K3 |
| 14 Kt—B3 | P—QR3 |
| 15 R—K5 | R—Q1 |
| 16 Q—Kt3 | Q—K2 |
| 17 QR—K1 | P—Kt4 ? |

It is difficult to comprehend this move from a player of Anderssen's strength, when one step less with the Pawn was so clearly better.

18 Q—Q1

Not 18 Kt × P because of the reply Q—Q3.

Q—B3

19 QR—K3

R—KKt1 ??

A crowning blunder. 19..K—Kt2 is necessary. Even 19..P—KKt5 was better.

20 R × B

Resigns

The Rook cannot be captured. Anderssen shows none of his high talent in this game.

[2 hours]

GAME LII

4th Match Game, Dec. 22, 1858

RUY LOPEZ

White :	Black :
ANDERSSSEN	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 P—Q3	B—B4
6 P—B3	P—QKt4
7 B—B2	P—Q4
8 P × P	Kt × P
9 P—KR3 ?	Castles
10 Castles	P—R3 ?
11 P—Q4	P × P
12 P × P	B—Kt3
13 Kt—B3	KKt—Kt5
14 B—Kt1	B—K3
15 P—R3	Kt—Q4

So far both players have repeated exactly their moves in the second game. There White played 16 Kt—K2, threatening Q—B2. Another possibility was 16 Kt × P, Kt—B3 (if 16..P × Kt, 17 Q—B2, winning back the piece with a P ahead); 17 Kt—B3, Kt × P; 18 Kt × Kt, B × Kt; 19 Kt—K2. With his B—K3 in the present game Anderssen protects his weak Pawn first, and Black promptly guards against Kt × P.

16 B—K3

Kt—B3

17 Q—Q2

R—K1

18 R—Q1

18 B × P was bad, because of P × B; 19 Q × P, Kt × P; 20 Kt—Kt5, Kt—B4. Nor does R—B1 seem much good, in view of Black's reply Kt—K2.

B—Q4

Best. 18..Kt—QR4 would enable White to sacrifice successfully, while 18..B—Kt6 is met by 19 R—QB1, and if then B—Q4 (not Kt—K2 now, on account of the altered position of the QB), 20 Kt × B, Q × Kt; 21 B—R2, Q—Q3; 22 R × Kt, Q × R; 23 Kt—K5!

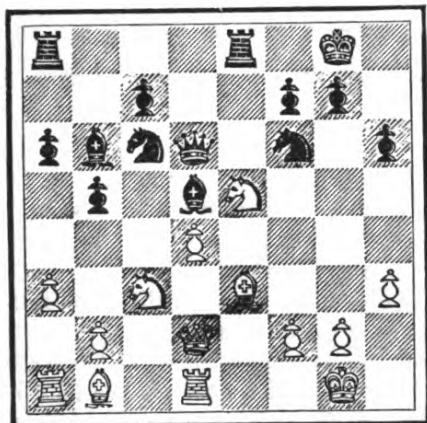
19 Kt—K5

Q—Q3

Morphy here refuses the offered Pawn (19..Kt × Kt; 20 P × Kt, R × P), and the position-judgment thereby shown has been praised by all the critics, after a close analysis which was naturally impossible for the player over the board. (See Maroczy, p. 243, for a recent summing-up of the principal variations, viz. (1) 21 B × B, P × B; 22 B—R2, Q—K1; (2) 21 B × B, P × B; 22 B—R2, Q—K2; and (3) 21 B—B4, R—R4; 22 P—KKt4, Kt × P.) Even in the days before the introduction of a time-limit it was necessary to spare the mind excessive

labour over one move when an obviously satisfactory line of play, such as Q—Q3 here, was open.

White to make his 20th move



20 Q—B2

The threat against Black's QKt which he could not put into effect in the second game. But the move is inferior here. Two better continuations were open to Anderssen. There was 20 Q—Q3, to which the best answer is Kt—K2 (not QR—Q1, which Zukertort suggests, White then having time for 21 P—B4; and certainly not Kt×P, which allows 21 B×Kt, B×B; 22 Q×B, R×Kt; 23 P—B4!). And there was 20 Kt×B, KKt×Kt; 21 Kt×Kt (J.L. only gives 21 Q—B2, Kt×B; 22 P×Kt, Kt×Kt; 23 P×Kt, Q×P, which is correctly shown to yield Black the superior game), Q×Kt; 22 Q—Q3, when the position is fairly level. On the other hand, 20 B×P is bad, because of 20..P×B; 21 Q×P, Kt×Kt; 22 Kt×B (22 P×Kt, B×Pch; 23 K—R1, R×P), Q×Kt; 23 Q×Kt, B×P.

21 B×Kt
22 Kt×B

Kt×P
B×B

If 22 Kt—Kt4, then P—B3; 23 Kt×Ktch, Q×Kt; 24 Q—R7ch?, K—B1; 25 Q—R8ch, K—K2; 26 Kt×Bch, P×Kt; 27 R—K1ch, K—Q3; 28 R×R, Q×Pch, and Black mates in 7 moves.

	Q×KKt
23 Kt×Ktch	Q×Kt
24 Q—R7ch	K—B1
25 B—K4	QR—Q1
26 K—R1	

If 26 R—KB1, B×KtP; 27 QR—K1, P—Kt4; 28 P—B4, P×P; 29 P—Kt3, Q—Kt2; 30 Q—B5, Q×Pch and wins.

	B×KtP
27 QR—Kt1	R×Rch
28 R×R	Q×P
29 Q—R8ch	K—K2
30 Q—R7	B—K4

A miscalculation which makes the game harder to win. It is true that Morphy hereby forces the exchange of Queens; but he loses a Pawn and has then to struggle with the difficulty of Bishops of opposite colours in a Queenless end-game. 30..R—Q1 wins at once, for then 31 R×R, B—B3, and B—B2 all allow a short mate. 31 R—QKt1 is answered by Q—Kt6, followed by B—K4 and R—Q7. 31 B—Q3 by B—K4; 32 Q—K4, Q—Kt6; 33 K—Kt1, R—Q5, etc. And 31 B—Q5 by R×B; 32 R×R, Q—K8ch; 33 K—R2, B—K4ch, etc.

31 B—B3	Q—Kt6
32 K—Kt1	Q—Kt3
33 Q×Q	P×Q
34 B—Kt7	R—QKt1!
35 B×P	P—B3
36 K—B2	B—Q3
37 R—Q3	

Anderssen's last two moves are not the best. 36 R—Kt1 should have been played, and here 37 R—QR1, both moves threatening P—QR4.

K—Q2

37.. B×P; 38 R×B, R—QR1 (*M.L.*). If then 39 R—K3*ch*, K—Q2; 40 B—Kt7, R—R2; 41 B×P*ch*, K×B; 42 R—K6*ch*, K—B4; 43 R×P, R—K2 and wins.

38 K—K2

Losing a Pawn for nothing, whereas P—QR4 would at least have increased the difficulty of Black's task.

R—QR1!

39 B—Kt7

R×P

40 B—B8*ch*

40 R×R was no better.

K—B2

41 R—Q1

R—R7*ch*

42 K—B3

B—B4

43 B—K6

R—B7*ch*

44 K—Kt3

R—B3

45 R—Q7*ch*

K—Kt3

46 B—Kt4

B—Q3*ch*

47 K—R4

P—B4

48 B—B3

P—B5

49 R×P

R—B5*ch*

50 B—Kt4

P—B6

51 P—Kt3

R×B*ch*

White resigns.

[4 hours]

GAME LIII

5th Match Game, Dec. 23, 1858

CENTRE COUNTER

White :

Black :

MORPHY

ANDERSEN

1 P—K4

P—Q4

His loss of the third game had the remarkable effect on Anderssen of deterring him henceforward from answering Morphy's P—K4 with P—K4—truly a compliment from an analyst like Anderssen! Nevertheless most players would probably consider that the resources of civilization were not yet exhausted on account of the mishap in the third game.

2 P×P

Kt—KB3

3 P—Q4

Anderssen may have expected 3 B—Kt5*ch*, a continuation supported by the *Handbuch* as keeping the Pawn without any disadvantage in position. (Steinitz, and after him Lasker, lent countenance to 3 P—QB4, with a similar object.) But Morphy's move, apparently a novelty at the time, undoubtedly gives White an excellent game.

4 P—QB4

Kt×P

5 Kt—QB3

Kt—KB3

6 Kt—B3

B—B4

7 B—K3

P—K3

On the analogy of certain variations of the Queen's Gambit Declined and QP Opening, where Black develops B—B4, White may here play Q—Kt3 with effect.

B—QKt5?

Now Black has the chance of playing

P—B3 in anticipation of White's Q—Kt3.

8 Q—Kt3

Morphy considered this better than Q—R4ch, because of the answer 8..Kt—B3; 9 Kt—K5, Castles; 10 Kt×Kt, B×Ktch; 11 P×B, P×Kt—“and whether White take the Pawn or not, in either case his opponent has an equal game.” Analysis, however, establishes that with 12 Q×P, Kt—K5 (best); 13 R—B1, R—Kt1; 14 Q—R4, Q—K2; 15 B—K2, R—Kt7; 16 B—B3 White can maintain an advantage. If in the earlier stage Black should play 9..Q—Q3 instead of Castles, then 10 P—B5, Q—Q4; 11 B—QKt5, B×Ktch; 12 P×B, Q×KtP; 13 Castles QR and wins (Maroczy).

	B×Ktch
9 P×B	B—K5
10 Kt—Q2	B—B3
11 B—Q3	QKt—Q2
12 Q—B2	

Black threatened Kt—B4.

	P—KR3 ?
13 Castles KR	Castles
14 QR—K1	

Giving notice of his intention of attacking on the K side at once. Zukertort prefers KR—K1, followed by QR—Q1. Morphy's love of the direct assault, however, is notorious.

	P—QKt3
15 P—KR3	Q—B1 ?

Zukertort remarks: “One of those moves which a player may evolve from his inner consciousness, which baffle any attempt to explain them to the outer world. 15..K—R1 was very much to the point.” Anderssen probably intended to

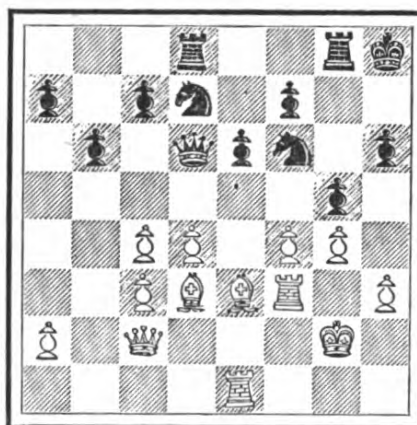
bring his Q to QKt2; but he had no time for that.

16 K—R2	K—R1
17 R—KKt1	R—KKt1
18 P—Kt4	P—KKt4
19 P—B4	Q—B1
20 R—Kt3	QR—Q1

His best chance was a counter-attack by 20..Q—Q3. Zukertort gives an elaborate analysis of the possibilities of this move (*C.M.*, 1879, pp. 71–2).

21 Kt—B3	B×Kt
22 R×B	Q—Q3
23 K—Kt2	

Black to make his 23rd move



23 Kt—R4

“A very brilliant conception, and one that would probably have resulted successfully against a less formidable opponent”—*J.L.* “A thoroughly unsound sacrifice”—Zukertort. “Throwing away a clear piece without a shadow of justification”—Steinitz. Black was, of course, in a difficult position; but he had 23..P—B4 at his disposal.

24 P×P	P×P
--------	-----

H

25 P × Kt P—Kt5
26 P × P

The Spanish-American player, A. Martinez, first pointed out a quick win by 26 R × P. If then 26.. P × Pdbl.ch., 27 K—R1, R—Kt2; 28 B—B4, P—K4; 29 R × Kt, Q × R; 30 B × P, K—Kt1; 31 R—KKt1, R × Rch; 32 K × R, Q—Kt5ch; 33 K—R2.

 R × Pch
27 K—B1 P—KB4
28 Q—B2 Kt—K4
29 P × Kt

Morphy does not play with his customary precision in the second half of this game. 29 B—B4 is much better here, forcing R × B, 30 R × Kt!—or else 29.. Kt × B; 30 B × Q, Kt × Q; 31 B—K5ch, etc.

 Q × Bch
30 Q—K2 Q—K5
31 B—B2 Q—B3
32 R—Q1 R × Rch
33 Q × R Q × Pch
34 Q—Q3 ?

Unnecessarily losing another Pawn, though it matters little, seeing that next move he can force the exchange of Queens or Rooks.

 Q × RP
35 R—Kt3 Q—B5
36 Q × Q R × Q
37 R—Kt6 R—B3

37.. R × P is unavailing. There follows 38 R × P, R—KR6; 39 R—KB6, R × P; 40 P—K6, K—Kt2; 41 P—K7, R—R1; 42 B—Q4!

38 P—B4 P—R4
39 K—K2 R × P
40 R × P R—B7ch
41 K—B3 P—R5
42 R—Kt6

42 R—K8ch, K—Kt2; 43 P—K6, R—B5; 44 P—R6ch, K—R2; 45 B—K3, R—K5; 46 R—K7ch, K—Kt3 (if K—Kt1 or R1, 47 B—Kt5); 47 R—Kt7ch, K—B3; 48 B—Kt5ch wins more rapidly.

 R—B5
43 R—Kt1 P—R6
44 P—K6 P—R7
45 R—QR1 R—K5
46 R × P R × P
47 K—B4 R—Q3
48 K × P R—Q4ch
49 K—Kt4 P—Kt4
50 R—R8ch K—R2
51 R—R7 R—Q2
52 B—Kt3 R—Kt2ch
53 K—R4 R—B2
54 R × P Resigns

[5 hours]

GAME LIV

6th Match Game, Dec. 24, 1858

ANDERSSSEN'S OPENING

White : **Black :**
ANDERSSSEN MORPHY
1 P—QR3

Played by Anderssen here and in the 8th and 10th games of the present match; against L. Paulsen, Leipzig, 1877; and against Englisch, Mackenzie, and Mason, Paris, 1878. Steinitz played it against Blackburne in their tie-match, Vienna 1873. It has since been adopted by Blackburne v. Lee, City of London Invitation Tournament, 1900; and by Mieses v. E. Cohn, Ostend, 1907.

P—K4

P—Q4 is the best reply. The text-

move allows White to get an inverted Sicilian, with P—QR3 thrown in.

2 P—QB4	Kt—KB3
3 Kt—QB3	P—Q4
4 P×P	Kt×P
5 P—K3	

In the ordinary Sicilian this move for Black (as played by Anderssen in the 9th game below) is condemned, because after 4..P—K3 comes 5 Kt—QB3, Kt—B3; 6 KKt—Kt5! Anderssen's Opening, of course, does not allow Black's Kt to make this last move.

	B—K3
6 Kt—B3	B—Q3

B—K2 is the normal developing move of this Bishop in the true Sicilian.

7 B—K2

Maroczy suggests 7 P—K4, Kt×Kt (if Kt—KB3, then 8 P—Q4); 8 KtP×Kt. The immediate advance of the QP also deserves consideration.

	Castles
8 P—Q4	Kt×Kt
9 P×Kt	P—K5
10 Kt—Q2	P—KB4

Critics have differed very widely concerning the relative merits of the two parties' positions at this point. *J.L.*, for instance, speaks of Black's "excellent" game, while Zukertort looks on it as compromised by the injudicious manœuvre 8..Kt×Kt, 9..P—K5.

11 P—KB4

Inviting a K side attack; but so also would 11 Castles. 11 P—QB4, followed by B—Kt2, Q—B2, and possibly P—Kt4, looks promising.

P—KKt4

Denounced by Steinitz as "strategically a gross error," and by Zukertort as "a wild advance." Steinitz, it may be noted, was smarting with resentment at "a self-appointed tribunal (consisting of Delmar, Loyd, and Michaelis) sitting in judgment and deciding that Morphy could have beaten him while giving him Pawn and move" (*I.C.M.*, ii, 332), which partly explains his strong language. We may perhaps describe Morphy's move as one of those which are only justified by success. The best answer to it was 12 Kt—B4.

12 B—B4	B×B
13 Kt×B	P×P
14 P×P	Q—K1
15 Castles	Q—B3
16 Q—Kt3	Q—Q4
17 R—Kt1	P—Kt3
18 Q—R2	

Threatening R—Kt5 (or if 18..P—Kt4?, 19 R×P). But Black could simply have played 18..Kt—Q2; 19 R—Kt5, Q—K3. His next move leaves a weakness which tells against him at move 25.

	P—B3
19 Q—K2	Kt—Q2
20 Kt—K3	Q—K3
21 P—B4!	Kt—B3
22 R—Kt3	K—B2

Now it is Morphy who is compelled to take shelter from the danger threatening his K side—though it is true that he also vacates a square for his Rook. 22..P—Kt4 would lose, for then 23 P—Q5 would force a general exchange in the centre, after which, with R—Kt3, R—Q1, and B—Kt2, White must win.

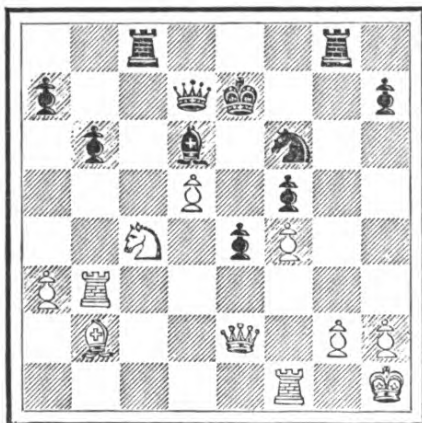
23 B—Kt2	QR—B1
24 K—R1	R—KKt1
25 P—Q5	P×P
26 P×P	Q—Q2

If Kt×P; 27 Q—R5ch.

27 Kt—B4	K—K2
----------	------

Again he cannot capture the Pawn, for then 28 R—Q1! Q—B3 (if Kt×P; 29 R×B, Kt×Q; 30 R×Qch, etc. If B×BP; 29 B—K5. And if B—Kt1; 29 Kt—K3, R—B4; 30 Q—R5ch); 29 Q—R5ch, K—K3; 30 Q—R6ch, R—Kt3 (K—K2 or Q2 is worse); 31 Q×P, QR—KKt1; 32 Kt×B, K×Kt; 33 R—QB3.

White to make his 28th move



28 B×Ktch

White should not have given up his powerful Bishop. 28 R—R3 was the correct move. (See Zukertort's very full analysis, *C.M.*, 1879, pp. 114-5.) Even after the text-move White has much the better game.

	K×B
29 Q—Kt2ch	K—B2
30 R—R3	

But now Q—Q4 is better, threatening Kt—K5ch. In fact, to this

Black has no good defence, R—B4, B—B4, and QR—Q1 all failing. (See again *C.M.*, 1879, p. 115.) 30 R—R3 allows Black to play R—Kt2 and then retire his K to Kt1—a retreat not available if White plays Q—Q4 first.

	R—Kt2
31 Q—Q4	K—Kt1!
32 R—R6	B—B1
33 P—Q6	R—KB2
34 R—R3	

If 34 Kt—K5, Q—Kt4; 35 R—Q1, B×R.

	Q—R5
35 R—B1	R—B4

This stops the threat Q—Q5—K6.

36 R—Kt3ch	B—Kt2
37 P—R3	K—R1
38 R×B	

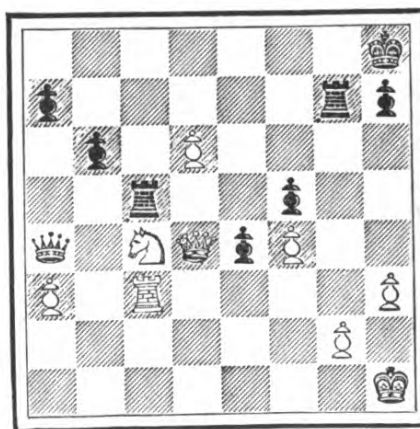
A sacrifice for which there was no necessity, since Q—Q2 left him with the superior game still in every variation.

R×R

39 R—B3

39 Q—B6 deserves consideration.

Black to make his 39th move



P—K6

Steinitz erroneously condemned this move and claimed a win by 39.. R—B1. But if R—B1, then 40 R—KKt3, R—KKt1; 41 Q—B6, Q—K1 (Q×Kt is answered by 42 P—Q7); 42 R×R, R×R; 43 Kt—K5, K—Kt1; 44 Q×P, P—K6; 45 P—Q7, Q—Q1 (if Q—K2, 46 Q—Q3, forcing the same position); 46 Q—K6ch, K—B1; 47 Q—Q6ch, K—Kt1; 48 K—Kt1, P—K7; 49 Q—Q5ch, K—B1; 50 K—B2. The badness of 39..K—Kt1 was pointed out by Morphy himself, the reply being 40 R—KKt3, Q—Q2 (if R×R, then 41 P—Q7); 41 Kt—K5, R×Kt; 42 R×Rch and wins. If in this last variation Black should play 41..Q—Q1, White still wins with 42 R×Rch, K×R; 43 P—Q7, K—Kt1; 44 Q—Q6, forcing R×Kt; 45 P×R, P—K6; 46 Q—K6ch, etc.

40 R×P?

White could still draw with either Q×P or Q—B6. Zukertort remarks on the vitality of White's game when, even after a series of weak moves and being the Exchange down, he reduces Black to one move only (39..P—K6)—and that should have done no more than draw.

R×Kt

41 Q—B6?

Too late now. 41 Q—K5 was better, though Q—Q2 was a sufficient answer to it.

R—B8ch

42 K—R2

Q×Pch

White resigns.

[8 hours]

GAME LV

7th Match Game, Dec. 25, 1858

CENTRE COUNTER

White :	Black :
MORPHY	ANDERSSSEN
1 P—K4	P—Q4
2 P×P	Q×P
3 Kt—QB3	Q—QR4
4 P—Q4!	P—K4

The combination of the last two Black moves is Anderssen's idea. Praised by some of the experts, it is nevertheless open to the objection that it develops White's game quicker than Black's. 4..Kt—KB3 is better. Teichmann tried 4..P—QB3 against Schlechter, Nuremburg, 1896, following it up with B—Kt5 and P—K3.

5 P×P Q×Pch

Here 5..B—QKt5 is now preferred.

6 B—K2 B—QKt5
7 Kt—B3

Regarded by Steinitz as an unnecessary sacrifice of a P. But the open QKt file serves White's purpose admirably later on; he also gets rid of one of the hostile Bishops this way; and the defensive 7B—Q2 would leave him in some embarrassment after the reply 7..B—Kt5.

	B×Ktch
8 P×B	Q×Pch
9 B—Q2	Q—B4
10 R—QKt1	Kt—QB3
11 Castles	Kt—B3
12 B—KB4	Castles!

Steinitz speaks of Anderssen returning the extra Pawn without good reason, but he does not suggest

how he was to keep it. 12.. Q—K2 and Kt—QKt5 are both full of danger for him. By simply letting the Pawn go he stays the attack. For this reason Morphy's 12th move has been criticized, the line 12 R—Kt5, Q—Q3; 13 R—K1, Castles; 14 Q—B1 being suggested by Maroczy.

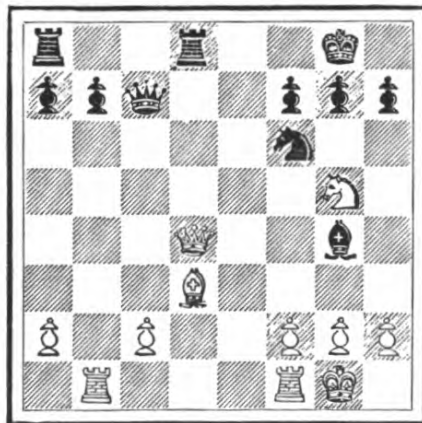
13 B×P	Kt—Q5!
14 Q×Kt	Q×B
15 B—Q3	B—Kt5

He should have played 15..P—QKt3, followed by B—Kt2.

16 Kt—Kt5	KR—Q1?
-----------	--------

Unduly afraid of White's K side attack. 16..B—R4 was a good enough reply. If then 17 Kt—K4, Kt—Kt5; 18 Kt—Kt3, P—QKt3. Or 18 P—Kt3, Kt—K4. Morphy now finishes the game with great vigour, helped by Black's blunder on move 20.

White to make his 17th move



17 Q—Kt4	B—B1
18 KR—K1	P—QR4

If P—KR3, then follows 19 R—K7, B—Q2; 20 Kt×P, Kt—Q4; 21 Kt×Pch, P×Kt; 22 B—B4, Q—Q3; 23 Q—B3, Q—KKt3; 24

B×Ktch, K—B1; 25 Q—QR3, etc. (Maroczy).

19 Q—K7	Q×Q
20 R×Q	Kt—Q4?

Nothing can prevent defeat now; but this move hastens it. Least bad was 20..P—R3; 21 Kt×P, K—B1; 22 QR—K1, Kt—Q4; 23 KR—K5, K×Kt; 24 R×Kt, etc.

21 B×Pch	K—R1
22 R×BP	Kt—B6
23 R—K1	Kt×P

23..B—Q2 would again prolong but not save the game. White could continue simply 24 B—Q3 and win on his Pawns.

24 R—B4	R—R3
25 B—Q3	Resigns

[Between 2 and 3 hours]

GAME LVI

8th Match Game, Dec. 25, 1858

ANDERSSSEN'S OPENING

White :	Black :
ANDERSSSEN	MORPHY
1 P—QR3	P—K4
2 P—QB4	Kt—KB3
3 Kt—QB3	P—Q4
4 P×P	Kt×P
5 P—K3	B—K3
6 Kt—B3	B—Q3
7 B—K2	Castles
8 P—Q4	Kt×Kt
9 P×Kt	P—K5
10 Kt—Q2	P—KB4
11 P—KB4	Q—R5ch

Hitherto the moves are identical with those of the 6th game. But

now Morphy does not repeat his bold 11..P—KKt4, playing rather to delay White's development.

12 P—Kt3 Q—R6
13 B—B1 Q—R3
14 P—B4

As in the 6th game, this was the square for his Knight.

 P—B3
15 P—B5 ? B—QB2
16 B—B4 Kt—Q2
17 Castles P—QKt4

Forcing White's reply, as otherwise the two Pawns against one on the extreme Queen's wing would have been bad for him.

18 P × P*i.p.* P × P
19 Q—Kt3 KR—K1
20 B—Kt2 P—QKt4

This leaves the QBP weak. Zukertort suggests Q—Kt3, followed by Q—B2 and Kt—B3.

21 B × B*ch* Q × B
22 Q—B2

22 KR—B1 was best here. If Black then exchanged Queens, the weakness of the QBP became very evident.

 Q—Q4
23 KR—B1

Now the move is not good, Black finding time to double his Rooks ; 23 P—QR4, on the other hand, was strong.

 R—R3
24 P—QR4 KR—R1
25 P × P Q × KtP

25..R × R should have been played first, because now White has the chance of playing 26 R × R, R × R ; 27 Q—B4*ch*, Q × Q ; 28 R × Q, with advantage.

26 Q—B4*ch* Q × Q
27 Kt × Q R × R
28 B × R Kt—B3
29 B—B3 R—R7
30 B—Q2 Kt—Q4
31 K—B1 B—Q1
32 K—K1 B—K2
33 R—Kt1 P—R3
34 Kt—K5

34 R—Kt8*ch* is not so good as it looks, because after 34..K—R2 ; 35 R—QB8, Black replies B—Kt5.

P—B4 !

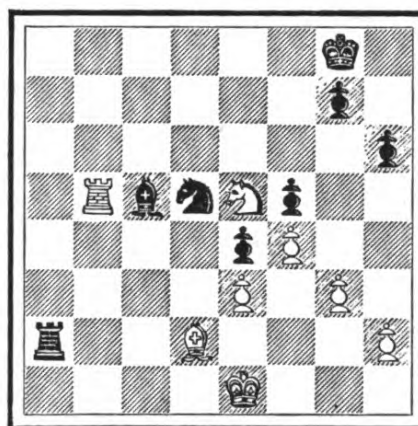
35 P × P

If 35 R—Kt5, then R—R8*ch* ; 36 K—K2, R—R7 ; the result of which should be a drawn ending.

B × P

36 R—Kt5

Black to make his 36th move



 Kt × KP
37 R × B Kt—Kt7*ch*
38 K—K2

If K—Q1, Black equally replies 38..P—K6, when there is nothing better than 39 R—B2, R × R ; 40 K × R, P × B ; 41 K × P, P—Kt4 ; 42 P × P, P × P ; 43 Kt—B3,

P—B5; 44 Kt×P, P×P; 45 P×P, K—Kt2; 46 K—K2, K—Kt3; 47 Kt—B3, K—B4; 48 K—B2, Kt—B5 (Zukertort).

39 Kt—B3 P—K6

Steinitz claimed that by 39 R—Q5 White had a win. But Black can then answer 39..R×Bch; 40 R×R, P×R; 41 K×P, P—Kt4—producing the variation given in the last note. As for 39 Kt—B4, P×B; 40 R×BP, P—Q8(Q)ch; 41 K×Q, R—R5; 42 Kt—Kt2, R—R8ch; 43 K—K2, R—R8; 44 K—B2, R×P; 45 K—Kt1, Kt—K6, only a draw remains.

40 R—Q5 K—B2
41 R—Q6 K—Kt2
42 P—R4

If Kt—K5, P—Kt4.

43 R×P P×B
44 K—B2 R—R5

If Kt—Q4, R—R6; and still Black's Knight cannot be cut off.

45 P×Kt Kt×BP
46 R—Q4 R×P
47 Kt×R K—B3
48 K—K3 P—Kt4
49 P—R5 K—K4
50 Kt—B3ch K—B3
51 Kt—Q4 Drawn

[4 hours]

GAME LVII

9th Match Game, Dec. 27, 1858

SICILIAN DEFENCE

White :	Black :
MORPHY	ANDERSSSEN

1 P—K4	P—QB4
2 P—Q4	P×P
3 Kt—KB3	Kt—QB3
4 Kt×P	P—K3 ?
5 Kt—Kt5	

Or 5 Kt—QB3, Kt—B3; 6 KKt—Kt5, which may lead to one of the most interesting variations of the Sicilian. See Game XXX, 2nd note.

P—Q3

5..Kt—B3 is the right move. Morphy, the only time he adopted the Sicilian, in his 11th match game with Löwenthal, played 5..P—QR3. Neither with that nor with the text-move is Black's position admirable. Anderssen is now forced to compromise his game at once.

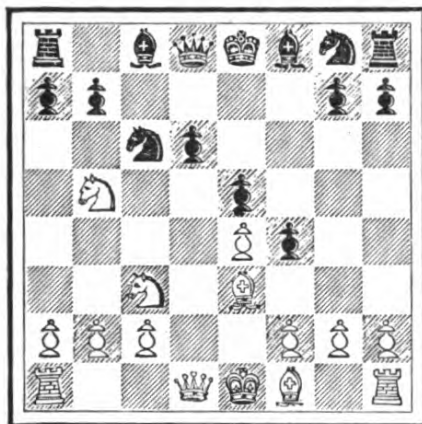
6 B—KB4	P—K4
7 B—K3	P—B4 ?

A novelty, and a bad one. 7..P—QR3 was the usual play in this position (e.g. Anderssen—Szen, London, 1851). 7..B—K3 is also better than Anderssen's move.

8 QKt—B3! P—B5

If 8..P—QR3, White still replies 9 Kt—Q5, followed by B—Kt6 and Kt—B7ch. Black's best move was 8..Kt—B3, when White can win a Pawn with 9 B—Kt5, P—QR3 (best); 10 B×Kt, P×B; 11 Q—R5ch, K—Q2; 12 Q×BPch.

White to make his 9th move



9 Kt—Q5 P×B
10 KKt—B7ch K—B2
11 Q—B3ch

Morphy has been blamed for not now capturing the Rook. If then 11..P×Pch; 12 K×P, Q—R5ch; 13 P—Kt3, Q×KP; 14 B—Kt2. Such a position, however, is one more likely to attract in cold blood than in the heat of the game.

12 B—B4 Kt—B3
13 Kt×Ktch. Kt—Q5!
14 P—Q4

Again Black's best (and only good) move. B—K3, K—K2, and K—Kt3 all lose. If 13..B—K3; 14 B×Bch, Kt×B; 15 Kt—Q5dis.ch, etc. If 13..K—K2; 14QKt—Q5ch, K—Q2; 15 Q—B7ch, B—K2; 16 P×P, R—B1; 17 P×Kt, R×Q; 18 B—Kt5 mate. And if 13..K—Kt3; 14 Q—R5ch, K×Kt; 15 P×P, as in the actual game.

14 B×Pch K—Kt3

But this loses. Now K—K2 is right, the position having been much altered by the moves 13..P—Q4; 14 B×P. Zukertort

(C.M., I, 238) gives a very full analysis, of which the following are the main lines, with some improvements by Maroczy: 14..K—K2; 15 Q—R5, P×Kt; 16 Q—B7ch, K—Q3; 17 Kt×R, Kt×Pch (if Q—K2, White can castle on the Q side); 18 K—K2, Q—K2 (if Kt×R, then 19 R—Q1, Kt—B7; 20 B—Kt3dis.ch, Kt—Q5ch; 21 R×Ktch, P×R; 22 Q—Q5ch, with a draw in hand); 19 Q×Qch, B×Q; 20 QR—QB1, Kt—Q5ch; 21 K×P, B—Q2; 22 R—B7 (if 22 B×P, R—QKt1; 23 B—Q5, R×P; 24 Kt—B7, B—Q1; 25 Kt—R6, P—B4; 26 K—Q3, B—R4; 27 R—B5, R—Q7ch; 28 K—B4, R—B7ch; 29 K—Q3, R×R), R×Kt; 23 R×P, B—B3; 24 B×B, Kt×B; 25 R—QB1, Kt—Q1; 26 R—Q1ch, K—K3; 27 R—B7, R—Kt1. Black had also another line of play: 14..Q×B; 15 QKt×Qdis.ch, Kt×Qch; 16 P×Kt, P×Pch; 17 K×P, B—B4ch; 18 K—K2, R—QKt1. The two Bishops partly compensate for the lost Pawn.

15 Q—R5ch K×Kt
16 P×P! Kt×Pch

16..Q×Kt would have prolonged the game, which might continue. 17 P×Kt, K—K2; 18 CastlesQR. Or 17..P—KKt3; 18 Q—R4ch, K—Kt2; 19 CastlesKR. Or again 17..B—Kt5ch; 18 P—B3, B×Pch; 19 K—K2, K—K2; 20 KR—KB1. In all three cases White has a win.

17 K—K2 Resigns

[Half an hour]

GAME LVIII

10th Match Game, Dec. 27, 1858

ANDERSSSEN'S OPENING

White :	Black :
ANDERSSSEN	MORPHY
1 P—QR3	P—K4
2 P—QB4	Kt—KB3
3 Kt—QB3	P—Q4
4 P×P	Kt×P
5 P—K3	B—K3
6 Kt—B3	B—Q3
7 B—K2	Castles
8 Castles	

Anderssen here departs from his line of play in the 6th and 8th games. He improves on his opening strategy considerably in the present game.

	Kt×Kt
9 KtP×Kt	P—KB4
10 P—Q4	P—K5
11 Kt—Q2	R—B3
12 P—KB4	R—R3

As White by his next move prevents Q—R5, Black only loses time by R—R3. On that square the Rook remains to little purpose until the 40th move.

13 P—Kt3	Kt—Q2
14 Kt—B4!	B×Kt

White threatened Kt—K5. But the capture gives White's KB great scope.

15 B×Bch	K—R1
16 R—R2	Q—K2
17 P—QR4	Kt—B3

18 Q—Kt3	P—B3
19 B—K6	

Tempting Black to shut in his Rook with P—KKt3. But Black has a complete answer.

	R—K1
20 B—B4	

If 20 B×P, P—KKt3, and the Bishop is lost. Maroczy proposes 20 P—Q5. But it is to be noted that he, following *M.L.*, transposes Black's 18th and 23rd moves, so that according to him Black has no Pawn on his QB3 yet. I follow *J.L.* on account of Black's 21.. R—QKt1.

	Kt—Kt5
21 R—KKt2	R—QKt1
22 B—K2	Kt—B3
23 P—B4	P—QKt3
24 B—Kt2	Q—KB2

Threatening P—QKt4, opening a way for one or both of his Rooks. But White easily frustrates this plan.

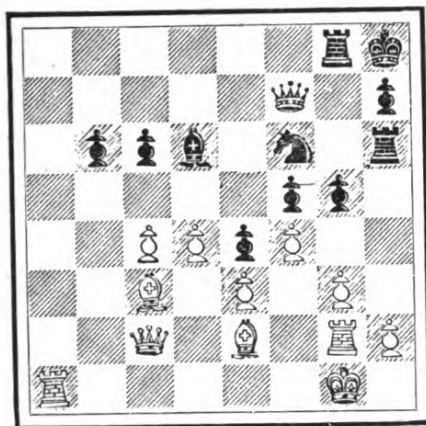
25 Q—B2	B—K2
26 B—QB3	R—Kt1

After this there is another discrepancy in the score, *M.L.* and Maroczy giving the next four moves in the following order: 27 R—R1, P—KKt4; 28 P×P, QR×P; 29 P—R5, B—Q3; 30 P×P, P×P.

27 P—R5	B—Q3
28 P×P	P×P
29 R—R1	P—KKt4

Steinitz calls this a bad strategical error, after which Morphy's game is lost in a few moves. It is certainly a rash manœuvre, in view of the position of Black's King and White's QB.

Position after Black's 29th move



30 P × P QR × P
 31 R—R8ch

Maroczy here suggests as stronger
 31 P—B5, P × P; 32 P × P, B—B1
 (if B × BP, 33 R—R8ch, B—B1;
 34 B—B4, Q—KKt2; 35 Q—Kt2,
 followed by Q—Kt8); 33 R—R8,
 K—Kt2 (if K—Kt1; 34 B—K5,
 Kt—Q4; 35 B—Q6, R × B; 36
 P × R, Kt × P; 37 Q × BP); 34
 B—B4, Q—K2; 35 R—Q2, Q × P;
 36 R—Q7ch, K—R1 (if K—Kt3,
 then 37 B—B7ch, K—Kt2; 38
 B × Ktch); 37 B × Ktch, R × B;
 38 Q—B3, R—Kt3; 39 R—KB7,
 and wins.

 R—Kt1
 32 Q—R4 R × R
 33 Q × Rch Q—K1
 34 Q × Qch

34 Q—Kt7 was the right move
 (Steinitz).

 Kt × Q
 35 P—B5 B—B2
 36 B—B4!

J.L. claims that 36 R—B2 is

speedier. But what Anderssen
 plays is excellent, though he should
 have followed it up with 37 P—
 Q5dis.ch, instead of P × P.

 K—Kt2
 37 P × P ? B × QKtP
 38 R—Kt2 B—B2
 39 R—Kt7 K—B3
 40 B—Kt4 R—Kt3
 41 B—B8 P—R4
 42 K—B2 P—R5

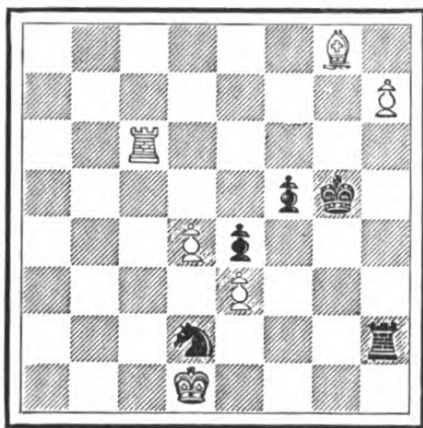
According to J.L., 42..R—Kt5
 would at least have drawn the game,
 for if 43 B—K2, R—Kt1, with a
 good game. But White can reply
 43 R—R7, P—R5; 44 R—R6,
 P × Pch; 45 P × P, B × Pch; 46
 K—B1, K—Kt3; 47 R × Pch,
 Kt—B3; 48 B—K7, B—R5; 49
 P—Q5, etc. If here 45..R × P;
 46 R × Pch, K—Kt4; 47 B—K7ch,
 K—Kt5; 48 R—Kt6ch, K—
 R3, White mates in 2 moves
 (Maroczy).

43 P × P R—Kt5
 44 P—R5 R—R5
 45 P—R6 R × Pch
 46 K—Kt1 R—R6
 47 B—B1! R—Kt6ch

Of course he cannot play 47..R ×
 KP because of 48 P—R7.

48 K—B2 R—Kt5
 49 B—B4 R—R5
 50 B—Kt8 B—Q3
 51 B × B Kt × B
 52 R—Q7 Kt—K1
 53 P—R7 K—Kt4
 54 R—K7 Kt—Q3
 55 R—K6 Kt—B5
 56 R × P Kt—Q7
 57 K—K2 R—R7ch
 58 K—Q1

Black to make his 58th move



Kt—B6

Would Black have done better with 58..Kt—B8? The following moves have been agreed as best: 59 R—B3, P—B5; 60 P×Pch, K×P; 61 P—Q5, K—K4 (61..P—K6; 62 P—Q6 is to White's advantage). Now *J.L.* gives 62 R—B6, but Maroczy's suggestion 62 K—K1 is better, *e.g.* 62 K—K1, Kt—Q7 (if R—R8; 63 K—B2, P—K6ch; 64 K—Kt2, P—K7; 65 K×R, P—K8(Q); 66 P—R8(Q)ch, etc); 63 R—B6, Kt—B6ch; 64 K—Q1, Kt—Kt4; 65 P—Q6. Here, strange to say, Maroczy does not give the natural reply 65..Kt×P, but only P—K6, continuing 66 R—B5ch, K×P; 67 R×Kt, K—K2; 68 R—Kt7ch, K—B1; 69 R—R7, R—R6; 70 B—B4, R—R7; 71 R—B7ch, K—K1; 72 R—KKt7, and wins. Now if 65..Kt×P, a very interesting continuation comes about: 66 P—Q7, R—R8ch; 67 K—B2, R—R7ch; 68 K—B3, R—R6ch; 69 K—Kt4! (the point of this move, the suggestion of Mr. Amos Burn, will be seen on move 71, when it is essential for White's K not to be at B4, since if he is driven to Kt5, Black can continue 71..R×Bch; 72 R—

B5, R×Rch; 73 K×R, Kt—B8!), R—Q6; 70 B—Q5, R—Q5ch; 71 R—B4, R×B; 72 R—B5!, R×R; 73 P—Q8(Q). If Black plays here R—Q4, leaving his Knight to be taken, White's win requires proving.

59 R—B7	K—Kt3
60 P—Q5	P—B5
61 P×P	P—K6
62 R—K7	P—K7ch
63 R×P	R—R8ch
64 K—B2	Kt—Q5ch
65 K—Q2	Kt×R
66 K×Kt	K—Kt7

Black has a hopeless position. If 66..K—B4; 67 P—Q6, K—B3; 68 K—K3, and nothing can stop the progress of the White King.

67 K—K3	R—K8ch
68 K—Q4	R—KB8
69 K—K5	R—K8ch
70 K—B5	R—Q8
71 B—K6	R—Q5
72 K—K5	R—Q8
73 P—B5	R—KR8
74 P—B6ch	K×P

If 74..K—B1, 75 P—Q6.

75 K—Q6	R—R8
76 K—K7	R—R2ch
77 B—Q7	Resigns

[About 6 hours]

GAME LIX

11th Match Game, Dec. 28, 1858

FRENCH DEFENCE

White :	Black :
MORPHY	ANDERSSSEN
1 P—K4	P—K3
2 P—Q4	P—KKt3 ?
3 B—Q3	B—Kt2
4 B—K3	

This arrangement of the two Bishops was one of which Morphy was very fond against the French Defence.

	P—QB4
5 P—QB3	P×P
6 P×P	Kt—QB3
7 Kt—K2	KKt—K2

Black has already given himself a most unsatisfactory game, and a consistent plan of development is hard to find. Here Kt—B3 looks a little more promising.

8 Castles	Castles
9 QKt—B3	P—Q4

To stop White's P—Q5. 9..P—Q3 was better, however.

10 P—K5	P—B3
11 P—B4	P×P ?

This exchange was a mistake, helping White's game. Instead, he should play 11..P—QR3 (to keep out the hostile Kt) and then develop his Q side.

12 BP×P	P—QR3
---------	-------

Having opened the KB file, he should now play 12..R×Rch before the text-move.

13 Q—Q2	Kt—Kt5
14 B—KKt5	Kt×B

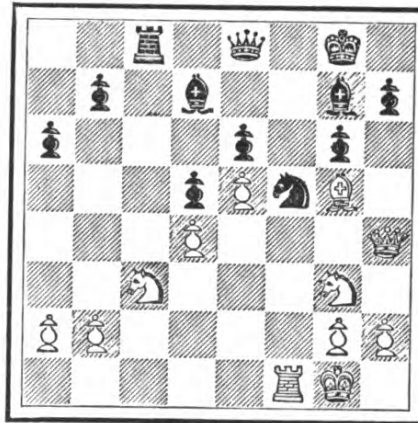
15 Q×Kt	B—Q2
16 Q—R3	Q—K1
17 Kt—Kt3	

This gives Black the opportunity, which he does not grasp, of 17..Kt—B4. It seems therefore better for White to play 17 R×Rch, Q×R; 18 R—KB1, when Black cannot interpose the Knight.

	R—B1 ?
18 R×Rch	Q×R
19 R—KB1	Q—K1
20 Q—R4	Kt—B4

But now the move is bad, as Morphy promptly shows.

White to make his 21st move



21 Kt×Kt	KtP×Kt
22 R—B3	B—Kt4

Steinitz calls this and Black's 20th move "flagrant errors of position-judgment."

23 R—Kt3	R—B2
24 B—B6	P—B5

If 24..K—R1; 25 Q—R6, Q—KB1; 26 Kt×B, P×Kt; 27 R×B, R×R; 28 K—B2, Q—B2; 29 K—K3, Q—Kt3; 30 Q×Q, P×Q; 31 K—Q3, K—Kt1; 32

B×R, K×B; 33 K—B3, etc.
By the sacrifice of the Pawn
Anderssen hoped to be able to play
B—Q6 two moves later.

25 Q×P Q—KB1
26 Kt×B

Spoiling Anderssen's plan. Had
White played 26 Q—R6, B—Q6
was possible. It did not save the
game, however, for White could
make a general exchange of pieces
on KKt7 and then play Kt—R4,
winning.

	P×Kt
27 Q—R6	K—R1
28 R×B	R×R
29 K—B2	K—Kt1
30 Q×Rch	Q×Q
31 B×Q	K×B
32 K—B3	P—Kt5
33 P—Kt4	P—Kt3
34 P—KR4	P—Kt4
35 K—K3	P—Kt6
36 P—R3	Resigns

[About 4 hours]

SECTION VI

MATCH v. A MONGREDIEN

MORPHY'S match with Augustus Mongredien,* President of the London Chess Club, was played in Paris between February 26 and an early date in March 1859. Mongredien came over to France because Morphy was unable to make the playing of the match in London fit in with his other arrangements. The conditions were the same as in the Harrwitz and Anderssen matches, that the first seven wins to either party should decide the contest. The English player, however, made no claim to be in the same class as the two masters whom Morphy had defeated in Paris, and the final score was : Morphy 7 ; Mongredien 0 ; drawn 1. That the match was not taken very seriously by the winner is clear from the games themselves, of which the third is the most noteworthy.

GAME LX

1st Match Game, Paris, Feb. 26, 1859

BISHOP'S OPENING

White :	Black :
MONGREDIEN	MORPHY
1 P—K4	P—K4
2 B—B4	B—B4
3 P—QKt4	B × KtP
4 P—B4	

* Augustus Mongredien, *b.* London, 1807, son of a French *émigré* officer ; educated in England ; well known in London chess circles, joined London Club, 1835 ; elected President 1839 and (in spite of residence in Liverpool for many years) held that office until 1870, when the Club ceased existence ; *d.* 1888. Besides his match with Morphy, Mongredien lost one to Harrwitz in 1860.

Offering MacDonnell's Double Gambit. Mongredien was evidently something of a humorist, to play thus against Morphy.

	P—Q4
5 P × QP	P—K5
6 Kt—K2	Kt—B3
7 P—B3	

Departing from MacDonnell's line in a game with La Bourdonnais, viz. 7 Castles and 8 QKt—B3.

	B—QB4
8 P—Q4	P × P <i>i.p.</i>
9 Q × P	Castles
10 B—R3	B × B
11 Kt × B	B—Kt5
12 Castles KR	B × Kt
13 Q × B	Kt × P
14 Q—B3	P—QB3
15 QR—Kt1	Q—K2

There should be a win for Black by Q—R4 here. Mongredien's intention seems to have been 16 B×Kt (J.L.); but after 16..Q×Kt, how is he to regain his lost Pawn? If 17 P—B4, Q—R3.

16 B×Kt	P×B
17 P—B4!	P×P
18 R×P	Kt—Q2
19 K—R1	KR—K1
20 Kt×P	Q—K3
21 Kt—K5	Kt×Kt
22 P×Kt	R—KB1
23 Q—QKt3	Q×Q
24 P×Q	QR—Kt1
25 R×RP	R×P

Abandoned as a draw.

GAME LXI

2nd Match Game, Feb. 1859

EVANS GAMBIT

White :	Black :
MORPHY	MONGREDIEN
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—B4
6 Castles	P—Q3
7 P—Q4	P×P
8 P×P	B—Kt3
9 B—Kt2	

Morphy only used this continuation when playing weaker opponents, as when giving the odds of QKt.

Kt—B3

9..Kt—R4; 10 B—Q3, Kt—K2 is the best line.

10 QKt—Q2	Castles
11 P—Q5	

This meets with the approval of J.L. amongst other critics. Some recommend 11 Kt—K1, and others, again, 11 P—K5, as in Game LXXXII.

Kt—K4?

Kt—R4 is still the right move for Black.

12 Kt×Kt	P×Kt
13 B×P	R—K1
14 B×Kt	Q×B
15 K—R1	B—R4??
16 Q—R4	P—QKt4
17 Q×P	B—R3
18 Q×KB	B×B
19 Kt×B	R×P
20 Q×BP	QR—K1
21 Kt—Q6	Q×R
22 Q×Pch	and wins

GAME LXII

3rd Match Game, Feb. 1859

QP GAME: DUTCH DEFENCE

White :	Black :
MONGREDIEN	MORPHY
1 P—Q4	P—K3
2 P—QB4	P—KB4
3 P—B4?	Kt—KB3
4 Kt—KB3	P—QKt3
5 P—QR3	P—QR4
6 Kt—B3	B—Kt2
7 P—K3	B—K2
8 B—K2	Castles
9 Castles	P—R3
10 P—QKt3	P—Q3
11 B—Kt2	QKt—Q2
12 R—QB1	K—R2
13 B—Q3	P—Kt3
14 P—R3	Q—K1
15 Q—K1	Kt—K5

The game is of a kind into which Morphy seldom allowed himself to be inveigled. It now grows more interesting. Black's last move stops the threatened P—K4. If in reply 16 P—Q5, then B—KB3.

16 B × Kt	P × B
17 Kt—Q2	Kt—B3
18 K—R2	Q—Q2
19 R—KKt1	P—Q4
20 R—B2	P—KKt4
21 Kt—B1	KtP × P
22 KP × P	B—Q3
23 P—Kt3	P—B3
24 Kt—K3	R—KKt1
25 QR—Kt2	QR—KB1
26 Kt—K2	B—B1
27 P—KKt4	Q—QB2
28 R—B2	Kt—K1
29 Q—KB1	R—B2
30 K—R1	KR—B1
31 Kt—Kt2	B—R3
32 Q—B1	

White defends himself well against the consequences of his 27th move.

	Q—K2
33 Kt—Kt3	Kt—Kt2
34 R—K1	P—B4
35 Kt—K2	B—Kt2
36 BP × P	KP × P
37 P—B5	Kt—K3
38 KKt—B4	Kt × Kt
39 Kt × Kt	R—QB1

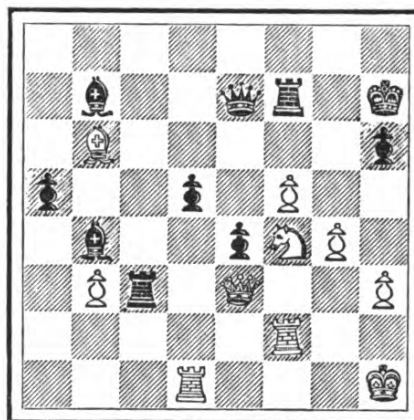
Not sound, though he wins by it.

40 Q—K3	P × P
41 B × P	B × P
42 B × P	

Missing his chance. 42 Kt—K6 gave him a promising attack. Now Morphy finishes in pretty style.

	B—Kt5
43 R—Q1	R—B6

Position after Black's 43rd move



44 Q—Q4	Q—R5
45 R—KKt1	R—Kt2
46 Q—K5	R—K2
47 Q—Q4	B—Q3 !
48 Q × R	P—Q5
49 Q × QP	B × Kt
50 K—Kt2	P—K6dis.ch and wins

GAME LXIII

4th Match Game, Feb. 1859

TWO KNIGHTS' DEFENCE

White :	Black :
MORPHY	MONGREDIEN
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	Kt—B3
4 Kt—Kt5	P—Q4
5 P × P	Kt—QR4
6 P—Q3	

A move favoured by Morphy. See Games LXXIV, CXX, CC, and especially the early notes on the first game.

	P—KR3
7 Kt—KB3	B—KKt5 ?

I

P—K5 is much stronger.

8 P—KR3	B × Kt
9 Q × B	B—Q3

If now P—K5, 10 Q—K2 gives White the better game, according to Steinitz.

10 B—Kt5ch	P—B3
11 P × P	P × P
12 B × Pch	Kt × B
13 Q × Ktch	K—K2
14 Kt—B3	R—QB1
15 Q—B3	R—K1
16 Castles	K—B1
17 B—Q2	P—Kt4 ? ?
18 P—KR4	Kt—R2
19 Q—B5	K—Kt2
20 P × P	P × P
21 P—KKt3	P—B3
22 K—Kt2	R—KR1
23 R—R1	R—B2
24 R—R2	Q—QB1
25 Q × Q	KR × Q
26 QR—R1	Kt—B1
27 Kt—Kt5	R—Q2
28 Kt × B	R × Kt
29 B—Kt4	Resigns

GAME LXIV

5th Match Game, March 1859

BISHOP'S GAMBIT

White :	Black :
MONGREDIEN	MORPHY
1 P—K4	P—K4
2 P—KB4	P × P
3 B—B4	P—Q4

In his published games Morphy played this defence four times and 3..Kt—KB3 three times against the Bishop's Gambit. See note on Game CLXXII.

4 B × P	Kt—KB3
5 P—Q3 ?	

Kt—QB3 is usual. Anderssen's move was Kt—KB3. M.L. suggests Q—B3.

6 P × Kt	Kt × B
7 Q—K2ch	Q × P
8 B × P	B—K3
	Kt—B3

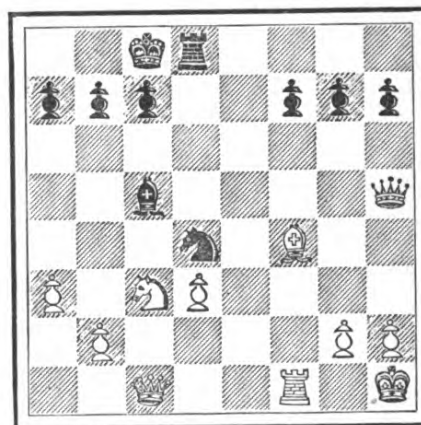
Threatening if 9 B × P, Kt—Q5 and R—B1.

9 Kt—KB3	Castles
10 Kt—B3	B—QKt5
11 Castles KR	Q—KR4
12 P—QR3	

He should have played Kt—K5.

	B—B4ch
13 K—R1	B—KKt5
14 Q—Q2	KR—K1
15 QR—K1	B × Kt
16 R × B	R × Rch
17 Q × R	Kt—Q5
18 R—B1 ?	Kt × P
19 Q—B1	Kt—Q5

White to make his 20th move



20 P—QKt4

White might have regained the

Pawn with 20 B×P, according to the annotators. Black's best line seems to be 20.. K×B; 21 Kt—K4, Kt—K3. If then 22 P—QKt4 (Black threatens K—Kt1), R×P— and how is White to make the position level now?

	B—Q3
21 B×B	R×B
22 Q—K3	Kt—B4
23 Q—B3	Q×Q
24 R×Q	R—QB3
25 Kt—K2?	Kt—Q5! and wins

GAME LXV

6th Match Game, March 1859

IRREGULAR DEFENCE

White :	Black :
MORPHY	MONGREDIEN
1 P—K4	P—K4
2 Kt—KB3	P—Q4

The QP Counter Gambit in the KKt's Opening. It has nothing to recommend it.

3 P×P	P—K5
4 Q—K2	Q—K2
5 Kt—Q4	Q—K4

Kt—KB3 is better.

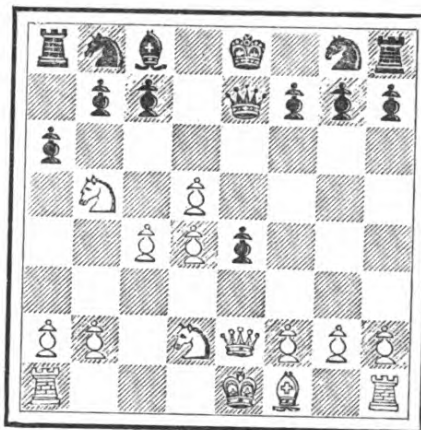
6 Kt—Kt5	B—Q3
7 P—Q4	Q—K2

If Q×P (Q5), 8 P—QB4.

8 P—QB4	B—Kt5ch
9 B—Q2	B×Bch

10 Kt×B P—QR3

White to make his 11th move



11 Kt—QB3

The variation 11 P—Q6, P×P; 12 QKt×P, P×Kt; 13 Kt×Pch, K—Q1; 14 Q×Qch, Kt×Q; 15 Kt×BPch and 16 Kt×R is given by J.L., without other comment than that it is "of interest." M.L. improves on this for Black with 13.. K—Q2, but still claims an advantage for White, who comes out with four Pawns against a Knight. But Maroczy substitutes 13.. K—B1!; 14 Kt×B, Q—B7, and justly remarks that Morphy's actual 13 Kt—QB3 is both the most natural and the strongest move.

12 Castles	P—KB4
13 R—K1	Kt—KB3
14 P—B3	Castles
15 BP×P	P—QKt4
16 QKt×P	BP×P
17 Q×P	P×P
18 B—Q3	K—R1
19 Kt×Kt	B—Kt2
20 KR—B1	Q×Kt
21 R×Rch	Q—Q1
22 Q—Kt4, and wins	Q×R

GAME LXVI

7th Match Game, March 1859

EVANS GAMBIT

2/14/20

White :	Black :
MONGREDIEN	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—R4
6 Castles	Kt—B3
7 P—Q4	Castles
8 P—Q5 ?	Kt—K2
9 Q—Q3 ?	P—Q3
10 P—KR3	Kt—Kt3
11 Kt—R2	Kt—R4
12 B—Kt3	KKt—B5
13 B×Kt	Kt×Kt
14 Q—B3	P—KB4 !
15 P×P	QB×P
16 P—KKt4	B—Q6

This is decisive, threatening Kt—K7ch.

17 Q—K3	B—QKt3
18 Q—Q2	Q—R5
	and wins

GAME LXVII

8th Match Game, March 1859

PHILIDOR'S DEFENCE

2/14/20

White :	Black :
MORPHY	MONGREDIEN
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	P×P

4 Q×P

P—QR3 ?

Mongredien had an unfortunate liking for inferior variations.

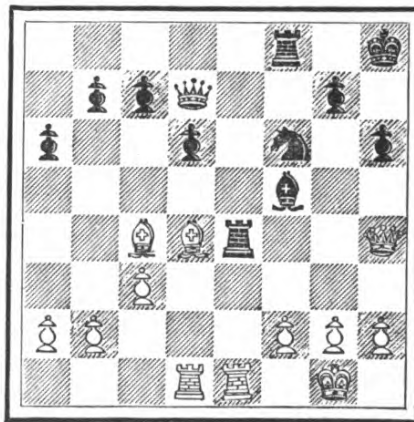
5 B—KKt5	P—KB3
6 B—K3	B—K3
7 Kt—B3	Kt—K2
8 B—K2	KKt—B3
9 Q—Q2	B—K2
10 Castles KR	Castles
11 QR—Q1	Kt—Q2
12 Kt—Q4	Kt×Kt
13 B×Kt	P—KB4

It was better to keep White's Knight out by P—B3.

14 P×P	B×BP
15 B—B4ch	K—R1
16 Kt—Q5	Kt—B3
17 Kt×B	Q×Kt
18 KR—K1	Q—Q2
19 Q—Kt5	P—R3
20 Q—R4	QR—K1
21 P—QB3	R—K5

This is immediately fatal.

White to make his 22nd move



22 R × R	Kt × R	25 R × Kt	P × B
If B × R, 23 B × Kt wins a piece.		26 Q—R5	P—KKt3
		27 Q—R6	R—K1
		28 Q—B4	K—Kt2
23 Q × Pch	B—R2	29 R × R	Q × R
24 R—K1	P—B4	30 Q × Pch and wins	

SECTION VII

MATCH v. J. THOMPSON

AFTER his return to America in May 1859, Morphy played a match against his old opponent, James Thompson, giving him the odds of a Knight. Five wins to either side were to settle the match; and, although Morphy lost the first three games, the final score was: Morphy 5; Thompson 3; drawn 1. The scores of 6 games only have been preserved, with the ending of one of the others.

GAME LXVIII

1st Match Game, New York, 1859

SICILIAN DEFENCE

White : **Black :**
MORPHY THOMPSON

(Remove White's QKt)

1 P—K4 P—QB4
2 P—KB4

An early Morphy continuation against the Sicilian Defence. See Game CXLVII.

	P—K3
3 Kt—B3	Kt—QB3
4 P—B3	P—Q4
5 P—K5	Q—B2
6 B—Q3	B—K2
7 B—B2	P—Q5
8 Q—K2	P—KR3
9 Castles	B—Q2
10 P—QKt3	Q—Kt3
11 K—R1	P—Kt4

Thompson, with his odds in hand,

makes of the Sicilian a very offensive defence.

12 P×KtP	RP×P
13 P—Q3	P—Kt5
14 Kt—Kt5	P—B4
15 P×Pi.p.	Kt×P
16 Kt×P	B×Kt
17 Q×B	Kt—Q1
18 Q—B5	Q—K3
19 Q—Kt6ch	Kt—B2
20 P×P	Q—K7
21 B—R3	R—R3
22 Q—Kt7	Q×B
23 KR—K1	Castles
24 QR—B1	Q—B7
25 B×P	B×B
26 R—B1	

If 26 R×Bch, K—Kt1; 27 KR—QB1, P—Kt6, and White's semblance of an attack has vanished.

	Q×QP
27 R—KB5	P—Kt3
28 Q×Kt(B2)	R×Pch
29 K×R	P—Kt6ch
30 K×P	Q—Kt5ch
31 K—R2	Q—R5, mate

GAME LXIX

2nd Match Game, 1859

SICILIAN DEFENCE

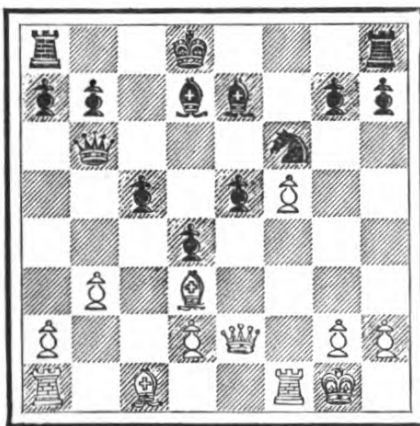
White : **Black :**
MORPHY **THOMPSON**
(Remove White's QKt)

1 P—K4 P—QB4
 2 P—KB4 P—K3
 3 Kt—B3 Kt—QB3
 4 P—B3 P—Q4
 5 P—K5 P—Q5!
 6 B—Kt5

As he has two moves later to play B—Q3, it would have been better to do so here, as in the first game.

7 Q—K2 B—Q2
 8 B—Q3 Q—Kt3
 9 P—QKt3 P—B3
 10 P—B5 B—K2
 11 Kt×Kt Kt×P
 12 Q—R5ch P×Kt
 13 P×QP K—Q1
 14 Q—K2 Kt—B3
 15 Castles KP×QP
 P—K4!

Position after Black's 15th move



Thompson's line of campaign here is as effective as that of the previous game, in which the pieces were placed almost identically, but the Pawn attack came on the wing, not in the centre.

16 Q×P B—Q3
 17 Q—K1 R—K1
 18 Q—R4 B—Kt4
 19 Q—R3 B×B
 20 Q×B K—Q2
 21 P—QKt4 P—B5
 22 Q×BP P—Q6dis.ch
 23 K—R1 Kt—K5
 24 P—Kt3 R—QB1
 25 Q—Q5 Q—B3
 26 Q×Qch R×Q
 27 B—Kt2 B—K4
 28 B×B R×B
 29 QR—K1 Kt—B7ch

29..Kt×QP was much quicker. It now takes Black 10 moves to win the QP.

30 K—Kt2 R×R
 31 R×R Kt—Kt5
 32 P—KR3 Kt—B3
 33 R—K3 R—Q3
 34 K—B3 Kt—Q4!
 35 R—K4 Kt—B6
 36 R—R4 Kt—Kt8
 37 K—K3 Kt—R6
 38 R×P Kt—B5ch
 39 K—B2 Kt×P
 40 R×Pch K—B3
 41 R—Kt6 Kt—K5ch
 42 K—K3 Kt—B3
 43 K—Q2 K—Kt4
 44 P—Kt4 K—B5
 45 P—KKt5 Kt—K5ch
 46 K—K3 R—Q2
 and wins

GAME LXX*3rd Match Game, 1859***EVANS GAMBIT**

White : **Black :**
MORPHY **THOMPSON**

(Remove White's QKt)

- | | |
|----------|--------|
| 1 P—K4 | P—K4 |
| 2 Kt—B3 | Kt—QB3 |
| 3 B—B4 | B—B4 |
| 4 P—QKt4 | B × P |
| 5 P—B3 | B—R4 |
| 6 Q—Kt3 | |

A very rare continuation, which Bird revived against Tchigorin, Hastings, 1895, with ill-success.

- | | |
|--------|---------|
| | Q—B3 |
| 7 P—Q4 | B—Kt3 ? |

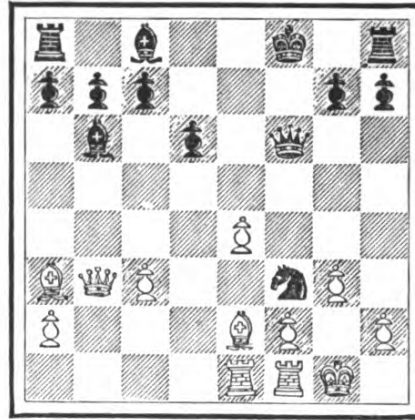
By Kt × P Black got an excellent game. To avoid such a reply, Bird played 7 Castles before P—Q4.

- | | |
|------------|--------|
| 8 P × P | Kt × P |
| 9 Kt × Kt | Q × Kt |
| 10 B × Pch | K—B1 |
| 11 Castles | |

11 B × Kt, followed by Castles and B—K3 was the only chance, says Maroczy. Now Black's Knight comes into the game strongly.

- | | |
|-----------|---------|
| | Kt—B3 |
| 12 B—R3ch | P—Q3 |
| 13 QR—K1 | Kt—Kt5 |
| 14 P—Kt3 | Q—B3 |
| 15 B—B4 | Kt—K4 |
| 16 B—K2 | Kt—B6ch |

White to make his 17th move



17 K—R1

17 B × Kt, Q × B ; 18 R—K3 is rather the continuation which one would have expected from Morphy. Black has then no good retreat for his Queen, White threatening either P—QB4 or P—K5. By his sacrifice of the Exchange White gets little.

- | | |
|-----------|--------|
| | B—R6 |
| 18 R—Q1 | B × R |
| 19 B × B | Q—R3 |
| 20 P—R3 | Kt—Q7 |
| 21 Q—Kt5 | Kt × B |
| 22 Q × Kt | K—K2 |
| 23 P—K5 | K—Q2 |
| 24 B × P | QR—K1 |
| 25 K—R2 | K—B1 |
| 26 P—QB4 | P × B |
| 27 P × P | QR—B1 |
| 28 P—B5 | B × P |
| 29 Q—B4 | Q—Kt4 |

White resigns.

GAME LXXI*4th Match Game, 1859***KBP OPENING**

White : **Black :**
MORPHY **THOMPSON**
(Remove White's QKt)

1 P—KB4

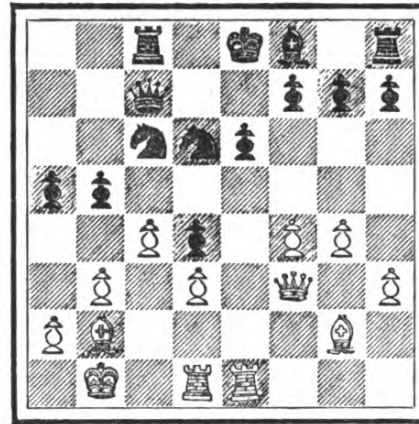
This gets its common English name of Bird's Opening from the master who played it so often in match games. Morphy seems never to have used it except when giving the odds of QKt. He was prompted to do so here by Thompson's declared intention of playing the Sicilian or French in reply to 1 P—K4.

	P—Q4
2 P—K3	Kt—KB3
3 Kt—B3	B—Kt5
4 P—KR3	B×Kt
5 Q×B	P—B4
6 P—QKt3	P—K3
7 B—Kt2	Kt—K5 ?
8 Castles	Kt—QB3
9 P—Q3	Kt—Q3
10 P—KKt4	P—Q5
11 B—Kt2	Q—B2
12 KR—K1	R—B1
13 P—B4	P—QKt4

Black promptly seizes the opportunity, which his opponent no doubt designedly gives him, of precipitating his attack before providing for the safety of his own King.

14 K—Kt1	P—QR4
15 KP×P	BP×P ?

White to make his 16th move



16 P×P	Kt×P
17 R—QB1	

White exacts the full penalty for Black's premature attack and his unsound recapture with the Pawn on move 15.

	KKt—R2
18 R—B4	Q—Q3

It would have been better to develop the B, so as to secure a retreat for the King on the K side.

19 KR—QB1	K—Q2
20 B×P	Q—Kt1
21 R×Kt	Kt×R
22 R×Kt	B—R6
23 P—B5	R—K1
24 P×Pch	P×P
25 B×P	Q—R7
26 Q—B2 !	Q—Kt1
27 Q—Q4ch	B—Q3
28 R—Kt6	Q—B2
29 R—Kt7	Q×R
30 B×Q	R—B2
31 B—K5,	

and White won

GAME LXXII*5th Match Game, 1859***KBP OPENING**

White : **Black :**
MORPHY **THOMPSON**

(Remove White's QKt)

- | | |
|-----------|--------|
| 1 P—KB4 | P—Q4 |
| 2 P—K3 | Kt—KB3 |
| 3 Kt—B3 | B—Kt5 |
| 4 B—K2 | P—B4 |
| 5 Castles | Kt—B3 |
| 6 P—QKt3 | P—K3 |
| 7 B—Kt2 | B—K2 |
| 8 P—KR3 | B×Kt |
| 9 B×B | P—Q5 |
| 10 Q—K1 | Q—Kt3 |
| 11 R—Kt1 | |

A curious-looking move, which stands White, however, in good stead.

- | | |
|---------|---------|
| | Kt—QKt5 |
| 12 Q—K2 | R—Q1 |
| 13 P—R3 | QKt—Q4 |

If Kt×P, 14 Q—Q3. If P—Q6, 14 P×P, Kt×P; 15 B—B3.

- | | |
|---------|-----|
| 14 K—R1 | P×P |
|---------|-----|

He should here have castled; but he is playing for a K side attack.

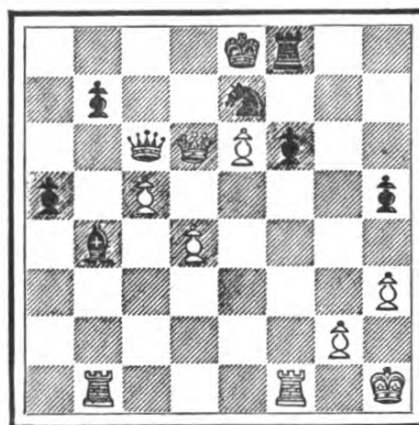
- | | |
|-------------|---------|
| 15 P×P | P—KR4 ? |
| 16 P—B4 | Kt—B2 |
| 17 P—QKt4 ! | P×P |
| 18 P×P | B×P |
| 19 B—Q4 | R×B |
| 20 P×R | P—R4 |
| 21 P—QB5 | Q—R2 |
| 22 Q—K5 | QKt—Q4 |
| 23 B×Kt | Kt×B |

- | | |
|----------|------|
| 24 Q×KtP | R—B1 |
| 25 P—B5 | Q—R3 |
| 26 Q—K5 | P—B3 |
| 27 Q—Kt3 | Q—B3 |

Black's game is hopeless after Morphy's admirable series of moves, beginning with his 16th.

- | | |
|------------|-------|
| 28 P×P | Kt—K2 |
| 29 Q—Kt8ch | Q—B1 |
| 30 Q—Q6 | Q—B3 |

White to make his 31st move



- | | |
|----------|---------|
| 31 R×B ! | P×R |
| 32 R—R1 | Resigns |

GAME LXXIII*6th Match Game, 1859***KBP OPENING**

White : **Black :**
MORPHY **THOMPSON**

(Remove White's QKt)

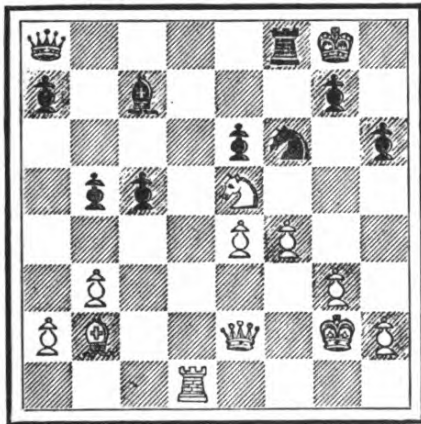
- | | |
|---------|--------|
| 1 P—KB4 | P—KB4 |
| 2 Kt—B3 | Kt—KB3 |
| 3 P—K3 | P—K3 |

4 B—K2	B—K2
5 Castles	P—QKt3
6 P—QKt3	P—Q4
7 B—Kt2	B—R3

As he cannot force the exchange of Bishops, B—Kt2 is better.

8 P—B4	Castles
9 R—B1	P—B4
10 Q—K1	Kt—B3
11 Kt—Kt5	Q—Q2 ? ?
12 P×P	B×B
13 P×Kt	Q×BP
14 Q×B	QR—Q1
15 KR—Q1	P—KR3
16 Kt—B3	R—Q4
17 Kt—K5	Q—K1
18 P—Q3	B—Q3
19 P—K4	P×P
20 P×P	R×Rch
21 R×R	B—B2
22 P—Kt3	P—QKt4
23 K—Kt2	Q—R1

White to make his 24th move



24 Kt—Q7 Kt×P

This threat, which Black made on his last move, White ingeniously forces him to carry out, thereby putting himself a Pawn up in the

end-game. Black cannot, of course, exchange Knights.

25 Kt×R	Kt—B6dis.ch
26 Q—B3	Q×Qch
27 K×Q	Kt×R
28 Kt×P	B—Kt3

There is nothing better. An interesting ending follows, White having to play carefully against a stubborn defence.

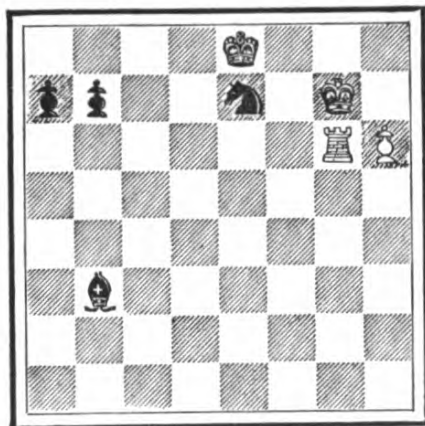
29 B×P	P—B5
30 P×P	P×P
31 B—Q4 !	K—B2
32 B×B	P×B
33 Kt—Q4	Kt—B6
34 P—QR3	Kt—Kt8
35 Kt—B2	P—Kt4
36 K—K3	K—B3
37 P—Kt4	Kt—B6
38 P—KR4	Kt—Q4ch
39 K—K4	Kt—B6ch
40 K—B3	Kt—Kt8
41 P—Kt5ch	P×P
42 BP×Pch	K—Kt3
43 K—Kt4	P—B6
44 P—R5ch	K—Kt2
45 K—B5	Kt×P
46 P—R6ch	K—R1
47 Kt×Kt	P—Kt5
48 P—Kt6 !	P×Kt
49 K—B6	

Threatening mate in 4.

	K—Kt1
50 P—R7ch	K—R1
51 K—B7, and wins	

The following ending has been preserved of one of Morphy's two remaining wins in the match with Thompson :

THOMPSON



MORPHY (to move)

White :

MORPHY

Black :

THOMPSON

1 R—K6 !

The only move to save the game.
If 1 P—R7, then Kt × R ; 2 K × Kt,
B—B7ch, etc.

B × R

Black could have drawn with B—
B7. If now 2 K—B6, K—B1 ; 3
R × Kt, K—Kt1 ; 4 R × P, P—R4 ;
5 R—QB7, B—Q6 ; 6 P—R7ch,
K—R1, etc.

2 P—R7, and wins

If 2..Kt—B4ch, 3 K—B6. And if
2..Kt—Kt3, 3 K × Kt, B—B2ch ;
4 K—B6.

PART II

SECTION I

CONSULTATION GAMES

THE following fine game, of considerable analytical importance in the opening, was played in October 1857, during the progress of the American Chess Congress in New York, Morphy's opponents being three strong players, D. W. Fiske, W. J. A. Fuller, and F. Perrin * :

GAME LXXIV

New York, Oct. 1857

TWO KNIGHTS' DEFENCE

White :	Black :
FISKE, FULLER, AND PERRIN	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	Kt—B3
4 Kt—Kt5	

A variation which has gone through many vicissitudes in the opinion of experts. Black's Pawn sacrifice

* Daniel Willard Fiske, *b.* Jefferson County, 1833 ; partly educated at Upsala and Copenhagen ; a Scandinavian scholar ; originator and secretary of first American Chess Congress ; editor of *Chess Monthly* (New York), January 1857, with Morphy as co-editor ; *d.* 1904.—W. J. A. Fuller, *b.* London, 1822.—Frederick Perrin, *b.* London, 1816, of Swiss ancestry ; came to U.S., 1845 ; Secretary, New York Chess Club ; *d.* 1889.

next move, once thought to prove Kt—Kt5 premature, was later brought into doubt by the analysis of Leonhardt and others, following the lines of the present game for 9 moves. *See also* the note on move 10 below.

	P—Q4
5 P × P	Kt—QR4
6 P—Q3	

First suggested in the *Magdeburg Schachzeitung*, 1849, this move was advocated by Morphy himself, who regarded it as "the only one which enables the first player to preserve his advantage" (*A.C.M.*, May 1858). Anderssen upheld 6 B—Kt5*ch*, and was followed by Steinitz. But Morphy's opinion seems to have prevailed. His opponents in the present game were acting on his advice. For his own use of the move, *see* Games LXIII, CXX, CC.

P—KR3

The *Schachzeitung* gave 6..B—QB4 ; 7 Castles, Castles ; 8 P—

QB3, Kt × B; 9 P × Kt, B—KKt5. An objection made against the text-move is that it attacks a Knight which is accomplishing nothing where it stands; but Morphy thought it correct.

7 Kt—KB3 P—K5
8 Q—K2 Kt × B

J.L. condemns this as strengthening White's game.

9 P × Kt B—QB4

Here Maroczy suggests 9.. B—K2; 10 Kt—K5, Castles; 11 Castles, B—Q3; 12 P—B4, P × P*i.p.*; 13 Kt × P(B6), R—K1.

10 P—KR3

This was long considered necessary. *J.L.* says that otherwise Black by Castling would obtain an overwhelming attack. However at Nuremberg, 1896, Tchigorin—Teichmann ctd.: 10 KKt—Q2, and the analysts held that this enabled White to keep the Pawn with a good game until the game Salwe—Marshall, Vienna, 1908, which ctd.: 10 KKt—Q2, Castles; 11 Kt—Kt3, B—KKt5; 12 Q—B1, B—Kt5*ch*!—Marshall winning a brilliancy prize. Teichmann says: "The continuation adopted by Marshall seems to dispose of 10 KKt—Q2 and secures for the Two Knights' Defence a place among the sound openings" (*B.C.M.*, Jan. 1909). Perhaps, therefore, 10 P—KR3 is best, after all.

Castles
11 Kt—R2 Kt—R2

The correctness or incorrectness of this has been much disputed. Morphy at least adhered to it. See

Games LXXXIV, CCXLII. Alternatives are P—K6 and P—QKt4.

12 B—K3

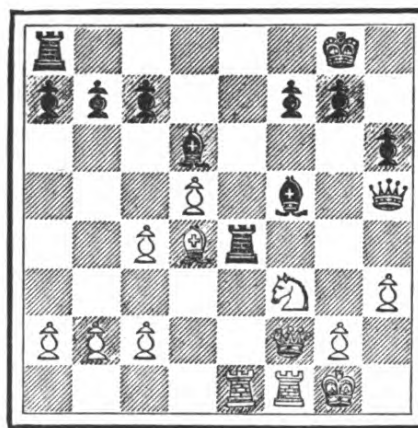
In the two games just mentioned Rivière played (1) 12 Kt—QB3; and (2) Kt—Q2. The text-move seems best.

B—Q3
13 Castles Q—R5

This turns out ill. In both games against Rivière Morphy successfully played P—KB4 (on his 12th move), which here could be countered with 14 P—B4.

14 P—B4! P × P*i.p.*
15 Kt × P Q—R4
16 Kt—B3 R—K1
17 Q—B2 Kt—B3
18 B—Q4 Kt—K5
19 Kt × Kt R × Kt
20 QR—K1 B—KB4

Position after Black's 20th move



21 R × R B × R
22 Kt—R4 R—KB1

Morphy (*A.C.M.*) says that P—

KB4 was better. But White's 23
P—B5 is then still more unpleasant.

23 P—B5	B—K4
24 B × B	Q × B
25 P—B4	P—KKt4
26 Kt—B3	B × Kt
27 P × B	R—K1
28 P—B4	Q—K6
29 P × P	P × P
30 Q × Q	R × Q
31 K—Kt2	K—Kt2
32 P—Q6	P × P
33 P × P	R—Q6
34 P—B5	K—Kt3

Maroczy says that P—R4 would
have made it much harder for
White to win.

35 R—B3	R—Q7 <i>ch</i>
36 K—Kt3	P—B4
37 R—Kt3	P—B5 <i>ch</i>
38 K—B3	R—R7
39 P—Q7	R × P <i>ch</i>
40 K—K4	R—R1
41 R × P	K—B3
42 R—B7	K—K2
43 R—B8	R—Q1
44 R × R	
P—B6 is quicker.	
	K × R
45 P—B6	P—R4
46 K—Q5	K—K2
47 K—K4	K—Q1
48 P—Kt3	K—K2
49 P—R3	K—Q1
50 P—Kt4	Resigns

THE FOLLOWING FOUR GAMES were played in July 1858, soon after Morphy's arrival in London. Although Morphy had an ally or allies to assist him on each occasion, the conduct of his side of the game may fairly be attributed to the American champion—especially in the games in which he was opposed to Staunton, whom he had crossed the Atlantic to play. As is well known, they never met over the board again; but Morphy had the satisfaction of being on the winning side both times they did so. With regard to the other two games, in which Löwenthal led the opposition, they were played in one evening at the London Chess Club and are of considerably less interest.

GAME LXXV

London, July 1858

PHILIDOR'S DEFENCE

White :	Black :
STAUNTON* AND OWEN	MORPHY AND BARNES†
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	P—KB4

Philidor's own Counter Gambit, both difficult and risky. Morphy

* Howard Staunton, *b.* (? London) 1810; reputed natural son of Frederick Howard, 5th Earl of Carlisle; beat St. Amant (11–6–4) 1843, after which he had a fair claim to be considered the leading chess-player in the world; beat both Horwitz and Harrwitz, 1846; a fine odds-giver; not so successful in tournaments, taking only 4th prize, London, 1851, though there his duties as secretary of the tournament interfered with his chess; a great analyst, when not blinded by prejudice, as his works ("Chess Player's Handbook" and "Companion," "Chess Praxis," etc.) show; owned and edited *Chess Player's Chronicle*, 1841–54; edited *Illustrated London News* column, 1844–74; outside chess, well known in his day as a Shakespearean scholar and critic; *d.* June 22, 1874 (Morphy's birthday). See also Biography, pp. 8 ff.

† Thomas Wilson Barnes, *b.* 1825; for long one of the strongest members of the

won two fine victories with it over Barnes and Bird (Games CLXXXVI, CXCII), as well as the present game.

4 QP × P

Kt—B3, as played by Bird, may be better. Steinitz prefers KP × P. See also Game LXXVII, where (with a transposition) we get B—QB4.

	BP × P
5 Kt—Kt5	P—Q4
6 P—K6	Kt—KR3

Steinitz calls this the best move. Against Barnes Morphy played B—B4. 6..Kt—KB3 (and if 7 Kt—B7, Q—K2; 8 Kt × R, B × P) offers some attacking prospects in return for the exchange.

7 Kt—QB3

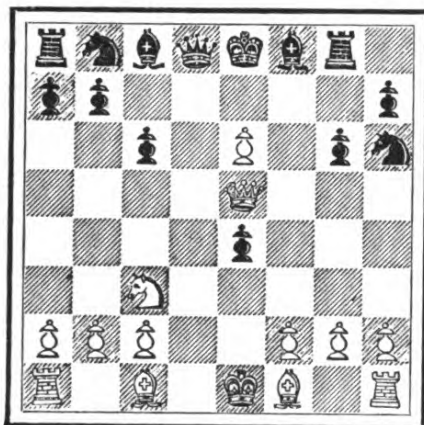
J.L. commends 7 P—KB3, to which he gives the inferior answer B—K2 (instead of 7..P—K6; 8 B × P, B—K2) and claims too much for White. The text-move is better.

	P—B3
8 KKt × KP	P × Kt

St. George's Chess Club; had much the best record of any English player against Morphy, there being 8 wins to his credit against 19 losses; 7th London, 1862, above Löwenthal and the young Blackburne; *d.* 1874.

9 Q—R5ch P—Kt3
10 Q—K5 R—Kt1

White to make his 11th move



11 B×Kt

Here White misses the way. There was a win with 11 B—KKt5, B—Kt2 (if Q—Kt3, 12 Castles, Kt—Kt5; 13 Q—B4. If Q—Q3, 12 Q×Q, B×Q; 13 Kt×P, B—B1; 14 Kt—B6ch. And if B—Q3, 12 R—Q1, Kt—B4; 13 Kt×P, Q×B; 14 Kt×Bch, K—K2; 15 Kt—K4); 12 P—K7, Q—Q2 (if Q—Kt3, 13 Castles! B×Q; 14 R—Q8ch, K—B2; 15 B—B4ch, B—K3; 16 B×Bch, K×B; 17 R×R, Kt×R; 18 P—K8(Q)ch, K—B4; 19 B—K3); 13 Q—B4, Kt—B4; 14 R—Q1, threatening B—B4, to which there is no reply.

12 R—Q1 B×B
13 Q—B7 Q—Kt4
14 Q×KtP B×P

If Kt×P, Black might offer to give up his Q for 3 pieces in all, by 14..Q—K2; 15 R—Q8ch, Q×R; 16 Kt—Q6, Q×Kt.

15 P—B3 P—K6!

15 P×P, Q×Pch; 16 B—K2, Q—Kt3; 17 Q×KRP was better for White.

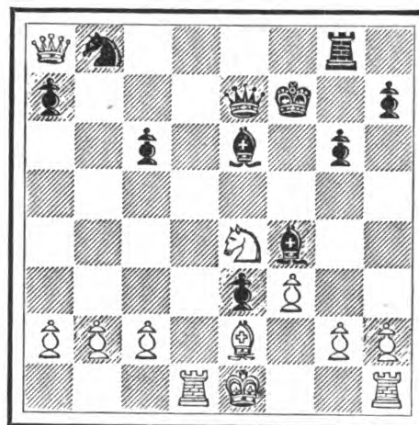
16 Q×R Q—K2
17 Kt—K4 K—B2

Staunton himself ("Praxis") says that "over-confident in the superiority of their position, White now played without due consideration," and claims a win by 17 R—Q4. But after 17..R—QB1; 18 B—B4 (where according to Staunton, "Black has no resource") the continuation 18..B×B; 19 R×B, Q—Q2 wins White's Queen.

B—KB5

18 B—K2

Black to make his 18th move



K—Kt2!

If Q—B2 at once, 19 P—KKt3, Kt—R3; 20 R—Q7ch, Q×R; 21 Q×Rch, K×Q; 22 Kt—B6ch. Or 20..B×R; 21 B—B4ch, etc.

19 Castles Q—QB2
20 Kt—B5 B×Pch
21 K—R1 B—B1
22 R—Q4 B—Kt6
23 R—K4?

K

R—KKt4 would have made a harder fight of it.

	K—R1
24 R—Q1	Q—KKt2
25 R—KR4	B×R
26 Q×Kt	B—R3
27 Q—R2 ?	

And now Q—B4 was White's last chance. It is not easy then to prove a win for Black. A possible line is 27..B×B; 28 R—Q7, B—K2; 29 Kt—K6, B—KKt4 (if Q—B3, 30 R×B, Q×R; 31 Q—K5ch, R—Kt2; 32 Q—Kt8ch, etc.); 30 R×Q, B×Q; 31 R×Rch, K×R; 32 Kt×B, B—Q8; 33 K—Kt1, B×QBP; 34 Kt—K6, K—B2—and Black's King may decide the game, aided by his outside Pawn on the KR file.

	B×B
28 R—Q7	Q—R3
29 Kt—K4	B—B5
30 Kt—B6	P—K7
31 R—K7	Q—B8ch
32 Q—Kt1	Q×Qch
33 K×Q	P—K8(Q)ch
34 R×Q	B×R

White resigns.

GAME LXXVI

London, July 1858

CENTRE COUNTER

White : **Black :**

MORPHY AND BARNES	STAUNTON AND OWEN
1 P—K4	P—Q4
2 P×P	Q×P
3 Kt—QB3	Q—Q1
4 P—Q4	Kt—KB3
B—Q3	

To prevent the development of Black's QB (*J.L.*). 5 B—QB4 has been played in later days.

	Kt—B3
6 B—K3	P—K3
7 Kt—B3	B—Q3

B—K2 is better. *See move 11.*

8 Castles	Castles
9 Q—K2	P—QKt3
10 B—KKt5	B—Kt2
11 Kt—K4	B—K2
12 Kt×Ktch	B×Kt
13 Q—K4	P—Kt3
14 Q—R4	B×B ?

K—Kt2 is necessary. If then 15 B—R6ch, K—Kt1; 16 Kt—Kt5, Kt×P. Or 15 P—B3, B×B; 16 Kt×B, P—KR3.

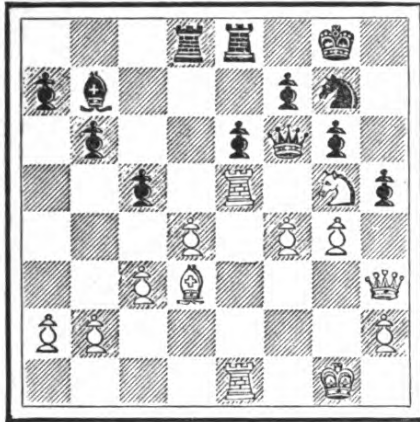
15 Kt×B	P—KR4
16 P—QB3	Q—B3
17 QR—K1	Kt—K2 ?

Black could get a passable game by 17..P—K4; 18 P—Q5, Kt—K2; 19 P—KB4, P—K5; 20 B×P, B×P (*Maroczy*).

18 P—KB4	Kt—B4
19 Q—R3	KR—K1
20 R—K5	QR—Q1
21 KR—K1	Kt—Kt2
22 P—KKt4	P—B4

There was nothing better. If Q×P, 23 R—KB1, Q×KtPch; 24 Q×Q, P×Q; 25 R×P, etc. And if R—Q4, 23 Kt—K4, Q—K2; 24 P—Kt5, followed by Kt—B6ch. Black's position is bad anyhow, and White's excellent 23rd move makes it worse.

White to make his 23rd move



23 B—K4 B—R3
24 KtP × P Kt × P
25 B—B3 P × P

If 25..Kt × P, then 26 Q—R7ch, K—B1; 27 B—B6, R—K2; 28 Q—R6ch (better than P—Q5, as given by *M.L.*, followed by Maroczy), K—Kt1; 29 Kt—R7, Q—Kt2; 30 Q × Kt, Q × Kt; 31 Q—B6. Or 29..Kt—K7ch; 30 KR × Kt, Q—R1; 31 Q—R4.

26 B × Kt P × B
27 Q × RP Q—Kt2
28 K—B2 Q—B3
29 Q—R4 B—Q6
30 Q—Kt3 B—Kt3
31 P—B5! B × P
32 Kt—K4dis.ch Q—Kt3
33 Kt—B6ch K—B1
34 Q × Q B × Q
35 Kt × R K × Kt
36 P—KR4 P—Q6
37 K—K3 K—K2
38 K—Q2 R—Q3?

R—KR1 was the only drawing chance.

39 R—KKt5 K—B3
40 R—B1ch B—B4

41 R—Kt8 R—Q4
42 P—R5 R—K4
43 R—B2 R—K5
44 R—R2 B—R2
45 R—KR8 K—Kt2
46 R—R8 K—R3

If R—QR5, 47 P—R6ch, K—B3; 48 P—R3, and then by R—R8 White forces Black to give up his QP in order to save his Bishop. But the text-move is still more disastrous.

47 R × P R—KB5
48 R—Kt7 P—K4
49 R × Pch P—B3
50 P—R4 P—K5
51 R—K6 R—B6
52 P—R5, and wins

GAME LXXVII

London Chess Club, July 1858

PHILIDOR'S DEFENCE

White :

Black :

LÖWENTHAL
AND MEDLEY*

MORPHY AND
MONGREDIEN

1 P—K4 P—K4
2 Kt—KB3 P—Q3
3 B—B4 P—KB4
4 P—Q4

White's 3rd and 4th moves are given in this order in *J.L.*, but are reversed in other books. Löwenthal, who played White, should know best. Another example of 3 B—B4, P—KB4; 4 P—Q4, may

* George W. Medley, secretary London Chess Club; for some years Hon. Sec. B.C.A.; d. December, 1898. Medley deserves great credit as the principal mover in the introduction of a time-limit for chess.

be seen in *C.C.*, p. 25, col. 6, where Black continues 4...B—K2.

Kt—QB3

If BP×P, 5 Kt×P!

5 QP×P

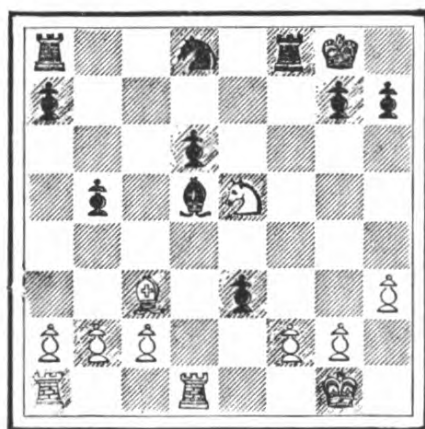
Kt—Kt5 is probably better.

	QP×P
6 Q×Qch	Kt×Q
7 Kt×P	P×P
8 B—Q2	B—Q3
9 B—B3	Kt—KB3
10 P—KR3	B—K3
11 Kt—Q2	Castles
12 CastlesKR	Kt—Q4
13 B×Kt	B×B
14 QKt—B4	P—QKt4

This loses a valuable Pawn. The best move is KB×Kt, followed by Kt—B2, with good prospects of a draw. Black was not justified in hoping for more here.

15 Kt×B	P×Kt
16 KR—Q1	P—K6

Position after Black's 16th move



17 P×P

With 17 R×B, P×Pch; 18 K—B1, P×Kt; 19 R×KP, White would have had a considerable advantage.

	B×KKtP
18 K×B	P×Kt
19 B×P	Kt—B3
20 B—Q4?	QR—K1
21 R—Q2	R—K3

21...Kt×B; 22 P×Kt, R—K6, with the threat of KR—B6 to follow, secured the draw at once.

22 QR—K1	R—Kt3ch
23 K—R2	R—B6
24 R—Kt2	Kt×B
25 P×Kt	R—KR3
26 R—K7	KR×Pch
27 K—Kt1	R—R8ch
28 K—B2	R—B3ch
29 K—K2	R—B2
30 R—K8ch	R—B1

Abandoned as a draw.

GAME LXXVIII

London Chess Club, July 1858

BISHOP'S GAMBIT

White : **Black :**

MORPHY,	LÖWENTHAL,
GREENAWAY,*	MEDLEY, AND
AND WALKER†	MONGREDIEN

1 P—K4	P—K4
2 P—KB4	P×P
3 B—B4	P—Q4

* Greenaway was a well known London player, several of whose games may be found in the *Chess Player's Chronicle*.

† George Walker, b. London 1803; pupil of William Lewis, after whose retirement Walker and Slous were considered two of the strongest English players; part founder in 1831 of the Westminster Club; founded the St. George's, 1843; edited chess column in *Bell's Life*, 1834–73; author of numerous chess works; the first great English collector of actual games, his "Chess Studies" including games between 1780–1844; d. 1879.

4 B × P Kt—KB3
 5 Kt—KB3
 Anderssen's move, now held inferior
 to Kt—QB3.

6 P × Kt Kt × B
 Q × P
 7 Kt—B3 Q—KR4
 8 P—Q4 B—Q3
 9 Q—K2*ch* K—Q1
 10 Castles P—KKt4
 11 Q—Kt5 P—KB4
 12 Q—Q5 Kt—B3
 13 Kt—K5 R—B1

14 B—Q2 Kt—K2
 15 Q—B4 R—B3
 16 QR—K1 P—B3
 17 Kt—R4 B—Q2 ?

Black could not play B—K3 be-
 cause of 18 Kt × P*ch*. But 17..
 K—B2 was correct.

18 Kt—B5 B—B1
 19 R—B3 P—Kt5
 20 R—QKt3 P—Kt3

The game was left unfinished here,
 owing to the lateness of the hour.

THE FOLLOWING FOUR GAMES were played during Morphy's first visit to Paris, between his matches with Harrwitz and Anderssen. The first of the four is the famous game which took place in the Duke of Brunswick's box at the Opera, during a performance of "The Barber of Seville." Altogether Morphy is supposed to have played 21 games in Paris against opponents in consultation, of which he won 16, lost 1, and drew 4. His only loss was Game LXXXII *below*.

GAME LXXIX

Paris, Oct. 1858

PHILIDOR'S DEFENCE

White :	Black :
	DUKE OF
MORPHY	BRUNSWICK AND
	COUNT ISOUARD*
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	B—Kt5 ?

* Charles, the deposed Duke of Brunswick (1804–73), a descendant of "Gustavus Selenus," *i.e.* Augustus, Duke of Brunswick (1579–1666), author of "Das Schach oder König Spiel" (Leipzig, 1616).
 Count Isouard de Vauvenargue.

Following the bad example of Harrwitz. *See* Game XLVIII.

4 P × P B × Kt
 5 Q × B P × P
 6 B—QB4 Kt—KB3 ?
 7 Q—QKt3 Q—K2

Harrwitz played B—Q3

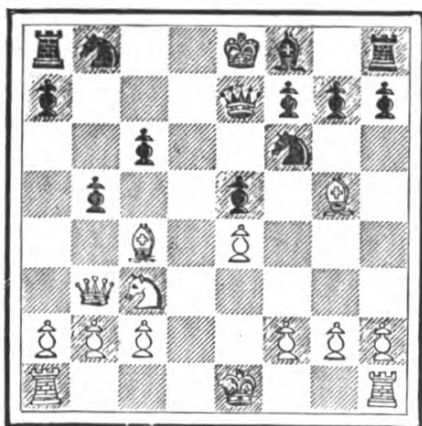
8 Kt—B3

Morphy might have played also
 8 B × P*ch*, Q × B ; 9 Q × P—but,
 says Lasker, "that would have been
 a butcher's method, not an artist's."

9 B—KKt5 P—B3
 P—Kt4

Steinitz suggests Q—B2. After the
 text-move all is over.

White to make his 10th move



- | | |
|---------------|--------|
| 10 Kt × P! | P × Kt |
| 11 B × KtPch | QKt—Q2 |
| 12 CastlesQR | R—Q1 |
| 13 R × Kt | R × R |
| 14 R—Q1 | Q—K3 |
| 15 B × Rch | Kt × B |
| 16 Q—Kt8ch | Kt × Q |
| 17 R—Q8, mate | |

No doubt the opposition was weak ; but Morphy's method of overcoming it was most beautifully logical—a Damascus blade cutting a silk cushion.

GAME LXXX

Paris, Nov. 1858

GIUOCO PIANO

White : Black :

- | | |
|----------------|--------|
| ST. AMANT* | MORPHY |
| AND F. DE L'A. | |
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |

* Pierre Charles Fournier de Saint-Amant, b. Montflanquin, 1800 ; pupil of La Bourdonnais, whose successor as champion he may be considered until his defeat by Staunton in 1843 ; edited *Le Palamède*, 1841-47 ; 4th prize, Birmingham, 1858 ; played no single-handed games

- | | |
|---------|---------|
| 3 B—B4 | B—B4 |
| 4 P—B3 | Kt—B3 |
| 5 P—Q4 | P × P |
| 6 P × P | B—Kt5ch |
| 7 B—Q2 | |

Steinitz's advocacy has since made 7 Kt—B3 more popular ; but the text-move still occurs in master-play. See, for instance, Tarrasch-Schlechter and Tarrasch-Capablanca, San Sebastian, 1911.

- | | |
|------------|---------|
| | B × Bch |
| 8 QKt × B | P—Q4 ! |
| 9 P × P | KKt × P |
| 10 Castles | |

Here Tarrasch, in both the games mentioned, played Q—Kt3, following the example of Zukertort many years before him. So also Leonhardt against Rubinstein, Postyen, 1912.

- | | |
|-----------|---------|
| | Castles |
| 11 P—KR3 | Kt—B5 |
| 12 K—R2 ? | |

This unnecessarily sacrifices the KP, when by 12 Kt—K4 White could have made all safe.

- | | |
|------------|---------|
| | Kt × P |
| 13 Kt × Kt | Q × Kt |
| 14 Q—B2 | Q—Q3 |
| 15 K—R1 | Q—KR3 |
| 16 Q—B3 | B—B4 |
| 17 K—R2 | QR—Q1 |
| 18 QR—Q1 | B × P ! |

White's feeble play, which is not what one would have expected from St. Amant, gives Morphy an opportunity for a neat combination.

with Morphy, but lost 5 and drew 2 against him, consulting in some with Lequesne and in others with his present ally, whose full name I cannot discover ; abandoned chess and in 1861 retired to Algeria, where he died, 1873.

19 P×B R—Q6!
 20 Q×R Kt×Q
 21 B×Kt Q—Q3*ch*
 22 P—B4 Q×B,
 and wins

19 Kt—B4 Kt—KR2?
 20 Kt×B P×Kt
 21 R×P B×B
 22 R×P*ch* K—B1
 23 Q×P R—B2
 24 Kt×B KR—K2

If Kt×Kt, 25 Q—R6*ch* just the same.

25 Q—R6*ch* K—K1
 26 R—Kt8*ch*,
 and mates in 3

GAME LXXXI

Paris, Nov. 1858

FRENCH DEFENCE

White :	Black :
MORPHY	CHAMOUILLET* AND ALLIES
1 P—K4	P—K3
2 P—Q4	P—Q4
3 P×P	P×P
4 Kt—KB3	Kt—KB3
5 B—Q3	B—Q3
6 Castles	Castles
7 Kt—B3	P—B4

Black gives himself a weak QP by this. P—B3, as in Game XXIX, is better.

8 P×P	B×P
9 B—KKt5	B—K3
10 Q—Q2	Kt—B3
11 QR—Q1	B—K2
12 KR—K1	P—QR3
13 Q—B4	Kt—KR4
14 Q—KR4	P—KKt3
15 P—KKt4	Kt—B3

Kt—Kt2 is better.

16 P—KR3	R—B1
17 P—R3	R—K1
18 Kt—K2	P—KR4

* M. Chamouillet, one of the most regular frequenters of the Régence, and a chess-player for sixty years; played much with La Bourdonnais at odds of R; *d.* 1873, aged ninety.

GAME LXXXII

Paris, Nov. 1858

EVANS GAMBIT

White :	Black :
RIVIÈRE* AND JOURNOUD†	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—B4
6 Castles	P—Q3
7 P—Q4	P×P
8 P×P	B—Kt3
9 B—Kt2	

* Jules Arnous de Rivière, *b.* Nantes, 1830; one of Morphy's most ardent admirers and most frequent opponents in Europe (the usually accepted record showing the score: Morphy, 18, Rivière 6, drawn 2—though Rivière himself, *La Stratégie*, November 1880, claimed five wins against Morphy's 10); his most notable achievement later was a defeat of Tchigorin, 1885 (5–4–1); a prolific chess-writer and editor; *d.* 1905.

† Paul Journoud, *b.* 1821; a well-known frequenter of the Régence; edited in succession *La Régence*, *La Nouvelle Régence*, *Le Palamède*, and *Le Sphinx*, and (for over twenty years) the *Monde Illustré* column; *d.* 1882.

As played by Morphy himself against Mongredien (Game LXI) and in a number of games at odds of QKt.

Kt—B3

The safer continuation is 9..Kt—R4; 10 B—Q3, Kt—K2.

10 QKt—Q2 Castles

11 P—K5

See note on Game LXI.

12 P×P P×P
Kt—Q4

M.L. suggests 12..Kt—KKt5;
14 P—KR3, Kt—R3, followed by
B—KB4.

13 Kt—K4 B—K3
14 KKt—Kt5 P—KR3
15 Kt×B P×Kt
16 Q—Kt4 K—R1

White is threatening Kt—B6ch.

17 QR—Q1 R—B5
18 Q×KP R×Kt
19 B×Kt Kt—Q5
20 R×Kt

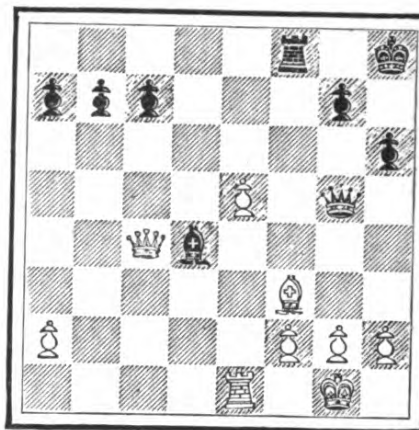
If 20 Q—B7, R—B5!

21 B×R R×R
22 R—K1 B×B
23 B—B3 Q—Kt4
24 Q—B4 R—KB1
P—B4

After the 21st move the game should have been a draw; but Morphy, playing to win, here makes a serious mistake in not taking the KP. After White's excellent 25 P—K6, R×B is impossible, because then 26 P—K7 wins.

25 P—K6! Q—K2
26 Q—R4 Q—R5
27 Q—B2 Q—K2

Position after White's 24th move



28 Q—Kt6 R—B3
29 Q—K4 R—B1
30 P—Kt3 P—QKt4
31 R—K2 P—Kt5
32 B—R5 P—R4
33 B—B7 P—R5
34 Q—B2 R—R1
35 Q—K4 R—QKt1
36 Q—Q5 P—Kt6
37 P×P P×P
38 B—Kt6 P—Kt7
39 B—Kt1 R—Q1
40 Q—B5 P—Kt4
41 Q—Kt6 B—B3
42 Q×Pch K—Kt1
43 Q—Kt6ch B—Kt2
44 Q—R7ch K—B1
45 P—R4 R—Q8ch
46 K—Kt2 B—B3
47 P×P B—Q5
48 Q—B5ch K—Kt1
49 Q—Kt6ch K—R1
50 R—K4 Q—QKt2
51 P—K7 Resigns

The ending is well played by the Allies, while Morphy, after failing to win a drawn game, makes a brave effort to save a lost game.

THE FOLLOWING GAME was played very soon after Morphy's return to America, his opponents being G. Hammond, of Boston, and four others in consultation :

GAME LXXXIII*Boston, June 2, 1859***RUY LOPEZ**

White :	Black :
MORPHY	HAMMOND AND ALLIES

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	P—QKt4

An old-fashioned continuation, which makes premature use of a move only good at a later stage.

5 B—Kt3	B—B4 ?
6 P—B3	P—Q3
7 P—Q4	B—Kt3

Black's game has already fallen to pieces.

8 P×P	Q—K2
9 B—Q5	B—Kt2
10 B—Kt5	P—B3
11 P×P	Kt×P
12 Castles	Q—Q2
13 B×Kt	P×B
14 Kt—Q4	B×Kt
15 Q—R5 <i>ch</i>	K—Q1
16 P×B	K—B1
17 R—B1 !	Kt×P
18 B×B <i>ch</i>	K×B
19 Q—Q5 <i>ch</i>	Kt—B3
20 P—QR4 !	K—Kt3

There is nothing to be done, for White's reserves came into action quickly now.

21 P—R5 <i>ch</i>	K—Kt2
-------------------	-------

If Kt×P; 22 R×Kt, K×R; 23 R—B6, etc.

22 R—R3, and wins

SECTION II

SIMULTANEOUS EXHIBITION IN LONDON

At the St. James's Club, London, on April 26, 1859, Morphy gave the only exhibition of simultaneous play (not blindfold) in his career. In reckoning the merits of the performance, the chief point to consider is the strength of his opponents. There were only five of them, but the five were Löwenthal, of whom no more need be said here; Barnes, Bird,* and Boden,† all three of master-rank among London players; and Arnous de Rivière, who was just reaching that rank among French players. Morphy's score against them was: 2 wins, 1 loss, and 2 draws. The exhibition was of a totally different character from those of the type which have been growing popular recently, where the number rather than the strength of the opponents makes the single player's task remarkable. Of interesting chess Morphy's feat was more productive, and these five games, though none of them faultless, are all of a very high standard.

GAME LXXXIV

London, April 26, 1859

TWO KNIGHTS' DEFENCE

White : **Black :**

A. DE RIVIÈRE	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	Kt—B3
4 Kt—Kt5	P—Q4
5 P×P	Kt—QR4

* H. E. Bird, *b.* London, 1830; an international tournament player from 1851 to 1899, and one of the most prominent figures in London chess circles for the greater part of that time; scored 6-7-6 before resigning a match against Steinitz, 1867; a voluminous and amusing writer on the game; *d.* 1908.

6 P—Q3

Rivière models his opening play on Morphy. See Games LXII, CXX, CC.

P—KR3

See note on Game LXXIV, which this game follows for 11 moves.

7 Kt—KB3	P—K5
8 Q—K2	Kt×B
9 P×Kt	B—QB4
10 P—KR3	Castles
11 Kt—R2	Kt—R2

† Samuel Standidge Boden, *b.* Hull, 1826; considered by Morphy the strongest of his English opponents and by Steinitz probably the strongest player Morphy met outside of his matches; 2nd prizes Manchester, 1857, and Bristol, 1861; chess editor of the *Field*, 1858-73; *d.* 1882.

12 Kt—QB3

In a later game, CCXLII, Rivière played Kt—Q2. But B—K3 seems best, as in Game LXXIV.

	P—KB4
13 B—K3	B—Kt5
14 Q—Q2	B—Q2
15 P—KKt3	Q—K2
16 P—R3	B—Q3
17 Kt—K2	P—QKt4
18 P×P	QB×P
19 Kt—Q4	B—QB5
20 Kt—K6	KR—K1
21 Q—Q4	B—R3

Not QB×P, for then Kt×KtP!

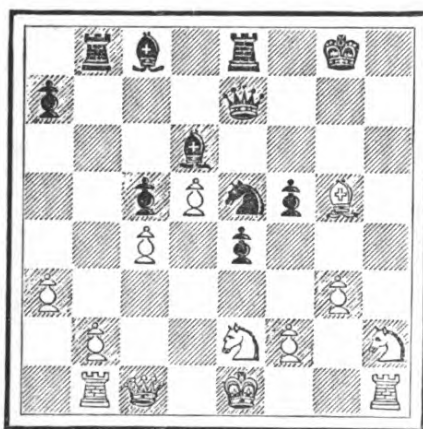
22 P—QB4	P—B4
23 Q—B3	B—B1
24 Kt—B4	R—Kt1
25 R—QKt1	P—Kt4
26 Kt—K2	Kt—B1
27 P—KR4	Kt—Kt3
28 P×P	P×P
29 Q—B1	

Q—Q2 was much better. The Queen has to go there three moves later, with serious loss of time.

Kt—K4

30 B×KtP

Position after White's 30th move



	Kt—Q6ch
31 K—B1	Q—KKt2
32 Q—Q2	Kt×KtP
33 Q—B2	B—R3
34 B—B1	Kt×P
35 Q—R4	Kt—Q7ch
36 K—Kt2	Kt×R
37 Q×B	R—Kt3
38 Q—R4	KR—Kt1
39 Kt—B1	B—K4
40 Kt—K3	P—KB5
41 Kt×P	B×Kt
42 Kt—B5	Q—KB2
43 B×B	Q×Kt
44 B×R	R×B

At the end of some very pretty fencing Black is a piece to the good. It only remains for him to bring it to bear on the hostile King.

45 Q×RP	R—KB1
46 Q×P	Q—B6ch
47 K—Kt1	Kt—B6
48 R—R4	Kt—K7ch
49 K—R2	Q×BPch
50 Q×Q	R×Qch
51 K—R3	Kt—Kt8ch
52 K—Kt4	P—K6
53 K—R5	P—K7
54 R—K4	R—B8,

and wins

GAME LXXXV

London, April 26, 1859

SCOTCH GAMBIT

White :	Black :
MORPHY	BODEN

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 P—Q4	P×P
4 B—QB4	B—B4

5 Castles P—Q3
6 P—B3 Kt—B3

Following Staunton's line against Anderssen (White), London 1851. Paulsen's move, 6..B—Kt5, is much stronger, leaving White with little or no attack.

7 P×P B—Kt3
8 Kt—B3 B—Kt5

In an earlier game with Morphy Boden played 8..Castles.

9 B—K3 Castles
10 Q—Q3

Anderssen—Staunton ctd. here : 10 P—QR3, Q—K2 ; 11 Q—Q3. There was point in Anderssen's 10th move, for in the present game Boden could have played 10..Kt—Kt5 ; 11 Q—Q2, P—Q4, with good effect.

 Q—Q2
11 Kt—Q2 Kt—K2

And now Kt—Kt5 would be more effective still. *J.L.* overpraises the conduct of the opening on both sides at this point.

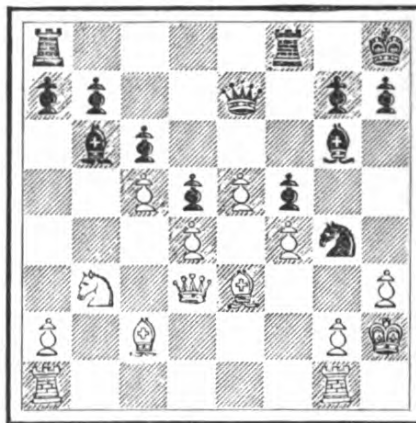
12 B—Kt3 P—Q4
13 P—K5 Kt—K1
14 P—KR3 B—KR4
15 P—B4 P—KB4
16 K—R2 P—B3
17 R—KKt1 K—R1
18 B—QB2 B—Kt3
19 Kt—B3 Kt—B2
20 P—QKt4

Progress on the K side being temporarily stopped, White begins a manœuvre on the other side with this Pawn and the two Knights.

 Kt—K3
21 Kt—Q2 Kt—Kt1
22 Kt—Kt3 Kt—R3
23 Kt—R4 Q—K2

24 QKt—B5 Kt×Kt
25 KtP×Kt Kt—Kt5ch

Position after Black's 25th move



26 K—R1

Had Black on his 24th move played B×Kt, White could now reply 26 K—Kt3. But if here K—Kt3, then 26..B—Q1, and White cannot capture the Knight without losing his Queen.

Q—R5

Threatening Q—Kt6. White's reply is forced.

27 KR—KB1 Kt×B
28 Q×Kt B—QB2
29 Kt—Q2 Q—K2
30 Kt—B3 QR—Kt1
31 QR—Kt1 P—Kt3
32 B—R4 P—Kt4
33 B—B2 P—QR4
34 R—Kt1 B—Q1
35 P—Kt4 Q—K3
36 P—Kt5 K—Kt1
37 P—KR4 P—R4 ?

Overlooking that, after 38 P×Pi.p., P×P ; 39 R×Bch, Q×R, White can pin the Queen.

38 P×Pi.p. R—B2
39 R—Kt2

39 Kt—Kt5, B×Kt; 40 R×B, B—R2; 41 P×P, R×P; 42 QR—Kt1, R—Kt2; 43 Q—KR3 gave White a more certain advantage (Maroczy).

40 QR—Kt1 ? B—R4

He should have played P×P first. *J.L.* explains that it was now growing late and that both sides were hurried over their moves.

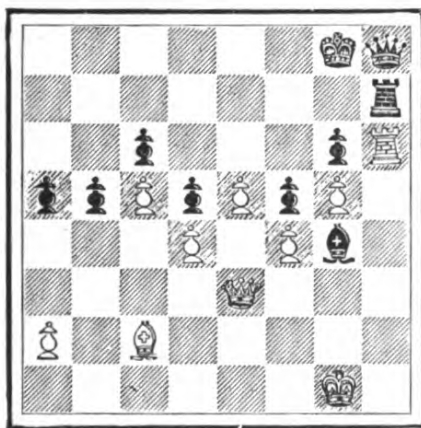
41 Kt—Kt5 Q×RP
42 RP×B B×Kt ?
Q—R1

Otherwise the Bishop is lost. This threatens mate on the move.

43 R—R2 P—Kt3
44 R—Kt3 R—KR2
45 QR—R3 QR—Kt2
46 K—Kt1 B—Kt5
47 R—R6 R×R
48 R×R R—KR2

Q—Kt2 was correct.

White to make his 49th move



49 R×Pch

Here Morphy misses 49 P—K6, which, as Boden himself pointed out in the *Field*, won the game. If 49.. K—B1, 50 R×R, Q×R; 51 Q—K5,

etc. And if 49.. R×R; 50 P×R, K—B1; 51 Q—K5 again.

50 R—R6 K—B2

An interesting variation arises here out of 50 R—B6ch, K—K2; 51 Q—KKt3, after which some (*J.L., M. L.*) claim the game for Black, while Maroczy apparently claims it for White. All agree upon the moves 51.. R—R8ch; 52 K—Kt2, R—QB8. Here Maroczy discovered the continuation 53 R—R6!, R×Bch; 54 K—B1, Q—KKt1; 55 Q—R4! But Black can avoid all trouble earlier by playing, instead of 52.. R—QB8, 52.. R—R6!, to which White has no answer. Morphy's judgment in rejecting 50 R—B6 is, therefore, sound.

51 P×R R×R
Q×P
Draw

GAME LXXXVI

London, April 26, 1859

PETROFF'S DEFENCE
(BODEN-KIESERITSKY)

White :	Black :
MORPHY	BARNES
1 P—K4	P—K4
2 Kt—KB3	Kt—KB3
3 B—B4	Kt×P
4 Kt—B3	Kt×Kt
5 QP×Kt	P—KB3
6 Castles	Q—K2

See Game CLXXXVII.

7 Kt—R4

If 7 R—K1, P—B3, when may follow the well-known Rook sacrifice on K5, which Black, however, can avoid by 7.. P—Q3.

P—Q3

P—B3 is better, with a view to P—Q4.

8 Q—R5 <i>ch</i>	K—Q1
9 P—B4	B—K3
10 B×B	Q×B
11 P×P	QP×P
12 Kt—Kt6	B—B4 <i>ch</i>
13 K—R1	R—K1
14 Q×RP	Q—Kt1
15 Q—R5	Kt—Q2
16 P—QKt4	B—Q3
17 B—Q2	

Probably intending P—B4 ; but 17 B—K3 was much stronger.

	Q—B2
18 Q—Kt4	Q—K3
19 Q—K4	Kt—Kt3 !
20 Q×KtP	

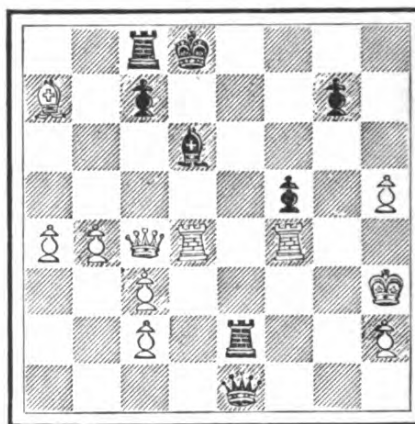
This costs White his Knight. Barnes, with more time at his disposal than the simultaneous player, sees further into the position.

	Q—Kt5
21 P—QR4	R—QB1
22 QR—Q1	Q×Kt
23 B—K3	Kt—B5
24 Q—B6	Q—B2

If Kt×B ; 25 R×B*ch*, K—K2 ; 26 R—Q7*ch*, K—B1 ; 27 Q—B5*ch*, K—Kt1 ; 28 Q×Kt, with advantage to White.

25 B×P	P—K5
26 R—Q4	Q—R4 !
27 R—B4 !	P—K6
28 P—Kt4	P—K7
29 P×Q	P—K8(Q) <i>ch</i>
30 K—Kt2	R—K7 <i>ch</i>
31 K—R3	P—B4 !
32 Q×Kt	

Black to make his 32nd move

Q—B8*ch*

A beautiful move, and one which it must have been an additional satisfaction to have brought off against Morphy. If 33 R×Q, Black mates on the spot.

33 K—R4	R×P <i>ch</i>
34 K—Kt5	Q—Kt7 <i>ch</i>

Threatening, if K×P, mate in 3.

35 R—Kt5	P×R
36 Q—B7	

36 R×B*ch*, P×R ; 37 B—Kt6*ch*, K—Q2 is of no avail.

	Q—B3
37 P—Kt5	

If 37 Q—B8*ch*, Q—K1 ; 38 R×B*ch*, P×R ; 39 Q×P*ch*, Q—Q7 ; 40 B—Kt6*ch*, K—K1 ; 41 Q×R, Q—K2*ch* ; 42 K×P, Q—K3*ch*, etc.

	Q—Q2
38 R×B	Q×R

Had Black recaptured with the Pawn, Morphy's ingenuity would have been rewarded. 38..P×R ; 39 B—Kt6*ch*, R—B2 ; 40 Q—B8*ch*, Q—K1 ; 41 Q×P*ch*, Q—Q2 ; 42 B×R*ch*, K moves ; 43 Q×Q*ch*, K×Q ; 44 B×R, and wins.

White resigns.

GAME LXXXVII*London, April 26, 1859***KING'S KNIGHT'S
(CUNNINGHAM) GAMBIT**

White : **Black :**
MORPHY **BIRD**

1 P—K4	P—K4
2 P—KB4	P × P
3 Kt—KB3	B—K2
4 B—B4	B—R5 <i>ch</i>
5 P—Kt3	

The Three Pawns' Gambit, which is inferior to the normal continuation against the Cunningham.

	P × P
6 Castles	P × P <i>ch</i>
7 K—R1	P—Q4 !
8 B × P	Kt—KB3
9 B × P <i>ch</i>	K × B
10 Kt × B	R—K1

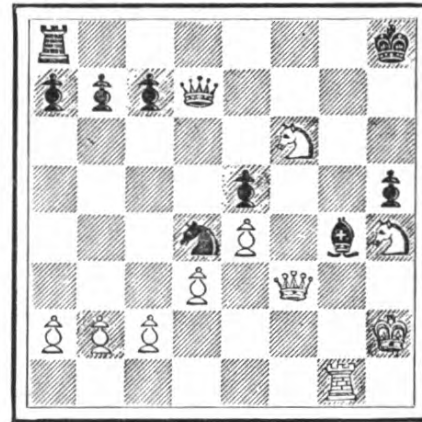
With R—B1 Black could have consolidated his position and taken advantage of White's risky play.

11 P—Q3	B—R6
12 Q—R5 <i>ch</i>	K—Kt1
13 R × Kt !	P × R
14 Kt—QB3	R—K4
15 Q—B3	Q—Q2
16 B—B4	Kt—B3

Development is essential, even if it involves returning the Exchange.

17 K × P	B—Kt5
18 R—KKt1	P—KR4
19 B × R	P × B
20 Kt—Q5	Kt—Q5
21 Kt—B6 <i>ch</i>	K—R1

Position after Black's 21st move



22 Q—K3	Q—Kt2
23 Kt × P	Q—R2
24 R × B	Q × Kt
25 Q—R3	K—R2
26 P—B3	Kt—K3
27 R—Kt6	

27 Kt—Kt6 won quickly.

R—K1

With 27..Q—K7*ch* Black would have accomplished little, for after 28 R—Kt2 the Queen can only go back.

28 R × Kt	R × R
29 Q × R	Q × Kt <i>ch</i>
30 Q—R3	Q × Q <i>ch</i>
31 K × Q	P—B4
32 K—Kt4	K—Kt3
33 K—B3	K—B3
34 K—K3	K—K3
35 P—Q4	KP × P <i>ch</i>
36 P × P	P × P <i>ch</i>
37 K × P	K—Q3
38 P—K5 <i>ch</i>	K—K3
39 K—K4	K—K2
40 K—Q5	K—Q2
41 P—K6 <i>ch</i>	K—K2
42 K—K5	P—R3
43 P—R3	K—K1
44 K—Q6	Resigns

GAME LXXXVIII

London, April 26, 1859

RUY LOPEZ

White :	Black :
LÖWENTHAL	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 Castles	B—K2
6 P—Q4	P×P
7 P—K5	Kt—K5
8 B×Kt	QP×B
9 Q×P	

Löwenthal preferred end-game play, and accordingly here simplifies as much as possible.

	B—KB4
10 Kt—B3	B—B4
11 Q×Qch	R×Q
12 Kt—KR4	Kt×Kt
13 Kt×B	Kt—K7ch
14 K—R1	P—KKt3
15 Kt—Kt3	

If 15 B—K3, P×Kt; 16 B×B, R—Q7.

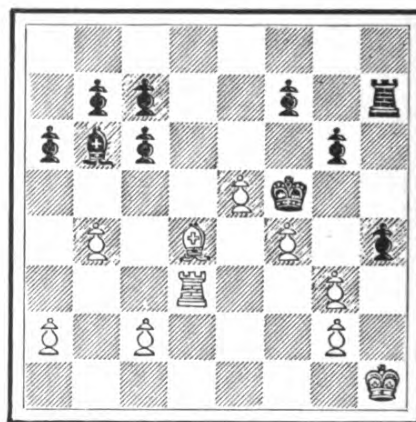
	Kt×Ktch
16 RP×Kt	P—R3
17 R—QKt1	K—K2
18 P—QKt4	B—Q5
19 P—KB4	K—K3
20 R—Kt3	P—KR4
21 R—Q3	B—Kt3
22 KR—Q1	R×R
23 R×R	K—B4
24 B—Kt2	R—R2

The Rook cannot go elsewhere with advantage. And if 24..P—R5; 25 P—K6, R—K1; 26 KP×P, R—K8ch; 27 K—R2, K—Kt5;

28 P×P, when Black is forced to draw by B—Kt8ch, etc.

25 B—Q4 P—R5

Position after Black's 25th move



26 B×B	P×Pdis.ch
27 K—Kt1	P×B
28 R—Q7	K—K3

If K×P, 29 P—K6.

29 R×KtP	R—R5
30 R×KtP	R×P
31 R×Pch	K×P
32 R—B5ch	K—Q3
33 R—KKt5	R×P
34 R×P(Kt6)	R—QR5
35 P—R3	R—QB5
36 R—Q3ch	K—K3
37 R—QKt3	R×P
38 R—Kt6ch	K—B4
39 R×QRP	P—Kt4
40 R—QKt6	R—R7
41 R—Kt3	P—Kt5
42 R—Kt5ch	K—B5
43 R—Kt3	P—B4
44 P—Kt3ch	K—K5
45 K—B1	K—K4
46 K—Kt1	P—B5
47 R—Kt4	Draw

PART III

BLINDFOLD GAMES

ONE of Morphy's contemporaries at Spring Hill College, Mr. W. G. Boylan, of New Orleans, is the authority for the statement that Morphy as early as 1853 discovered that he could play chess blindfold. Having beaten one of his masters, the Jesuit Father Bordequin, twice over the board, the boy said he thought he could play "with his eyes shut," and did so the same day, beating him (*A.C.B.* 1911, p. 259).

The earliest recorded examples, which are certainly authentic,* of Morphy's blindfold play are dated four years later, when he was twenty years of age, and are four games played during his visit to New York for the American Chess Congress. Three of these were against Louis Paulsen, who also was without sight of the board. Now Paulsen had already made a name for himself as a blindfold expert, having during 1855-57 given exhibitions in Chicago and the Western States. He has justly been described as the pioneer of blindfold play on a large scale. When Philidor first introduced *sans-voir* chess to London, the *World* (May 28, 1783) said that his performance "should be hoarded among the best samples of human memory, till memory shall be no more." Yet Philidor then played but two games blindfold, simultaneously with one over the board. In 1857 Paulsen attained to the number of ten games at once without sight of the board, and later played more. Morphy never played more than eight at once (Birmingham and Paris, 1858, and London twice in 1859). Of this kind of chess he once remarked, in his laconic way, that "it proved nothing," and he had no ambition, it would seem, to do more at it. But the games which follow prove what a magnificent blindfold player he was. See especially XCVIII and CVI—though it is hard to discriminate where there is so much that is good.

* See note at end of Game CXLIII.

GAME LXXXIX*New York, Oct. 10, 1857***THREE KNIGHTS' GAME**

White :	Black :
PAULSEN	MORPHY

(Both blindfolded, Paulsen playing 3 other blindfold games simultaneously.)

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 Kt—B3	B—B4
4 B—Kt5	P—Q3
5 P—Q4	P×P
6 Kt×P	B—Q2
7 Kt×Kt	P×Kt
8 B—R4	Q—B3

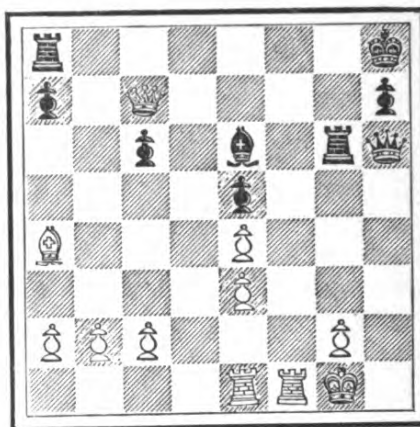
Some three weeks later, in a tournament game against Paulsen, Morphy played here the rash Q—R5. See Game XIII.

9 Castles	Kt—K2
10 B—K3 ?	B×B
11 P×B	Q—R3
12 Q—Q3 ?	Kt—Kt3
13 QR—K1	Kt—K4
14 Q—K2	CastlesKR
15 P—KR3	K—R1
16 Kt—Q1	P—Kt4
17 Kt—B2	R—KKt1
18 Kt—Q3	P—Kt5
19 Kt×Kt	P×Kt
20 P×P	B×P
21 Q—B2	R—Kt3
22 Q×P	B—K3
23 Q×P	

Morphy now announced mate in 5. It may be noted that this is the only occasion in his life on which Morphy is known to have received any odds ; for undoubtedly Paulsen

was handicapped by having 3 other blindfold games to conduct.

Position after White's 23rd move

**GAME XC***New York, Oct. 20, 1857***IRREGULAR DEFENCE**

White :	Black :
MORPHY	PAULSEN

(Both players blindfold)

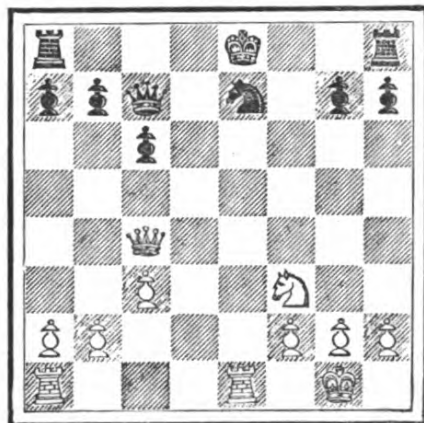
1 P—K4	P—K4
2 Kt—KB3	P—Q4 ?
3 P×P	P—K5
4 Q—K2	P—KB4 ?

See Game LXV, where Mongredien played 4..Q—K2 ; and see next game for 4.. B—K2.

5 P—Q3	B—Kt5ch
6 P—B3	B—K2
7 P×P	P×P
8 Q×P	Kt—KB3
9 B—Kt5ch	B—Q2
10 Q—K2	Kt×P
11 B—QB4	P—B3
12 B—KKt5	B—KKt5
13 QKt—Q2	Kt—Q2

14 CastlesKR	QKt—Kt3
15 KR—K1	B×Kt
16 Kt×B	Kt×B
17 Q×Kt	Q—B2
18 B×B	Kt×B

White to make his 19th move



19 R×Ktch! Q×R

If K×R, 20 Kt—Kt5 forces a win.

20 R—K1	Q×Rch
21 Kt×Q	CastlesQR
22 Q—Kt4ch	R—Q2
23 Kt—Q3	P—KR4
24 Q—K6	

Maroczy claims a quicker win by 26 Q—B5, and if R—R3, 27 Kt—K5, R—Q3; 28 P—KKt3, R—Q4; 29 Q—K6, R—Q3; 30 Q—R3. Black can, however, release himself from the pin on move 26.

	R—R3
25 Q—K4	KR—Q3
26 Kt—K1	R—Q8
27 P—KKt3	K—Q1
28 Q—K5	R—K2
29 Q—Kt8ch	K—Q2
30 Q×Pch	K—Q3
31 Q—Kt8ch	K—Q2
32 Q×Pch	K—Q3

33 Q—Kt8ch	K—Q2
34 K—Kt2	KR×Kt
35 P—QR4	R—QR8
36 Q—Kt7ch	K—Q3
37 Q—Kt4ch	K—Q2
38 P—R5	P—Kt3
39 P—R6	P—Kt4
40 Q—Kt7ch	K—Q3
41 Q—Kt8ch	K—K3
42 P—QKt4	P—Kt5
43 P—QB4	K—B2
44 Q—Kt7	K—B1
45 P—R3	QR—K8
46 P×P	P×P
47 Q—B8ch	K—K2
48 Q×KtP	R—Kt8ch
49 K—B3	R×RP
50 Q—Kt7ch	K—K3
51 Q—QB7	QR—QR8
52 K—Kt4	QR—R5
53 K—Kt5	R—R7
54 P—B4	Resigns

This game and another were played simultaneously on Oct. 20, 1857, according to *A.C.M.*, Nov. 1858, p. 330, where it is stated that the other was not recorded. *M.L.* gives the following game as having been played on the same occasion. Morphy and Paulsen being on an excursion to High Bank.

GAME XCI

New York, Oct. 20, 1859

IRREGULAR DEFENCE

White :	Black :
MORPHY	PAULSEN
<i>(Both players blindfold.)</i>	
1 P—K4	P—K4
2 Kt—KB3	P—Q4 ?
3 P×P	P—K5

4	Q—K2	B—K2 ?
5	Q × P	Kt—KB3
6	B—Kt5 <i>ch</i>	B—Q2
7	Q—K2	Kt × P
8	B × B <i>ch</i>	Q × B
9	P—Q4	Castles
10	Castles	Kt—QB3
11	P—B4	Kt—B3
12	P—Q5	Kt—QKt5
13	Kt—K5	Q—B4
14	Kt—QB3	Kt—B7
15	P—KKt4	

A bold offer of the Exchange, by accepting which Black subjects himself to an enduring attack and loses much time.

		Kt × KtP
16	Q × Kt	Q × Q <i>ch</i>

If Q × Kt, 17 B—B4 and the QR gets out.

17	Kt × Q	Kt × R
18	B—B4	Kt—B7
19	B × P	QR—B1
20	P—Q6	B—Q1
21	Kt—Q5	K—R1

B × B, returning the Exchange for a Pawn, is better.

22	R—Q1	B × B
23	Kt × B	KR—Q1
24	P—QR3	K—Kt1

Not R × Kt, because of 25 P × R, R × R*ch*; 26 K—Kt2, winning.

25	P—B5	P—B3
26	R—Q2	Kt—K8
27	K—B1	

27 R—K2, Kt—B6*ch*; 28 K—Kt2, Kt—Q5; 29 R—K7, Kt—B3; 30 Kt—K3 is suggested by Maroczy.

		Kt—B6
28	R—Q3	Kt—Kt4

29	P—Kt4	R—Q2
30	P—B4	Kt—B2
31	Kt—K3	Kt—R3
32	P—Kt5	K—B2
33	K—K2	P—KKt3
34	P—QR4	Kt—Kt1
35	Kt—B4	Kt—K2
36	P—Kt6	P × P
37	Kt × P	QR × Kt
38	Kt × R	R × Kt
39	P × Kt	K × P
40	R—K3 <i>ch</i>	K—B2
41	R—QKt3	K—K3
42	R—Kt6 <i>ch</i>	K—Q4
43	R × BP	K × P
44	P—B5	P × P
45	R × P <i>ch</i>	K—Kt5
46	P—R5	R—QB2
47	R—R5	K—B5
48	K—K3	K—Kt5
49	P—R4	R—B6 <i>ch</i>
50	K—Q4	Drawn

This bears all the marks of a blind-fold game, whether or not it was the game played simultaneously with XC.

GAME XCII

New York, Nov. 19, 1857

KING'S KNIGHT'S GAMBIT

White :		Black :	
MORPHY		LICHTENHEIM	
1	P—K4	1	P—K4
2	P—KB4	2	P × P
3	Kt—KB3	3	P—Q4
4	P × P	4	B—K2

The defence 4..Kt—KB3, as frequently played in the Abbazia tournament of 1912, seems best. 4..B—Q3 was Staunton's choice. There is also the simple Q × P.

5 B—Kt5*ch* P—QB3
 6 P×P P×P
 7 B—B4 B—R5*ch*

A kind of "Cunningham Deferred," which Morphy converts into an imitation of the Three Pawns' Gambit. See Game LXXXVII.

8 P—Kt3 P×P
 9 Castles P×P*ch*
 10 K—R1 B—B3
 11 Kt—K5 Kt—KR3

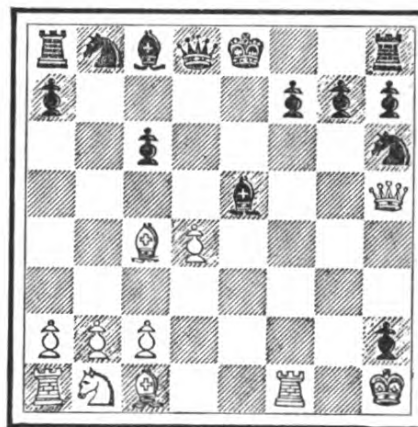
If B×Kt, then 12 Q—R5.

12 P—Q4 B×Kt
 13 Q—R5 Q×P
 14 B×P*ch* Kt×B
 15 Q×Kt*ch* K—Q1
 16 B—Kt5*ch* B—B3
 17 Kt—B3 B—Q2

17.. B×B; 18 QR—Q1, B—Q7;
 19 R—B2, B×Kt; 20 R×Q*ch*,
 B×Q; 21 R—Q2, P—B4, etc.,
 is better when White can scarcely
 hope for more than a draw
 (Maroczy).

18 R×B! K—B2
 19 B—B4*ch* K—Kt2
 20 R—Q6 Q—B4
 21 Kt—K4 Q×P
 22 R×B*ch* Kt×R
 23 Q×Kt*ch* K—R3
 24 Kt—Q6 KR—Q1
 25 Q—Kt7*ch* K—R4
 26 B—Q2*ch* Q×B
 27 Kt—B4*ch* K—R5
 28 P—Kt3 mate

Position after White's 13th move



THE FOLLOWING EIGHT GAMES were played at two exhibitions of blind-fold play given by Morphy after his return home from the American Chess Congress—the first four being those played on one occasion, apparently in January 1858, and the last four, all whose record has survived out of six games, on another occasion in February or March. In one case only is the name of Morphy's opponent known.

GAME XCIII

New Orleans, Jan. 1858

EVANS GAMBIT

White :	Black :
MORPHY	AMATEUR
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B × P
5 P—B3	B—R4
6 P—Q4	P × P
7 Castles	P—KR3

A move meant to be cautious, but really a reckless waste of time. Morphy now gets practically Waller's Attack with a move in hand.

8 Q—Kt3	Q—B3
9 P—K5	Q—Kt3
10 P × P	KKt—K2
11 P—Q5	Kt—Q1
12 P—Q6	KKt—B3
13 B—R3	Kt—K3
14 B × Kt	BP × B ?

Q × B was much better.

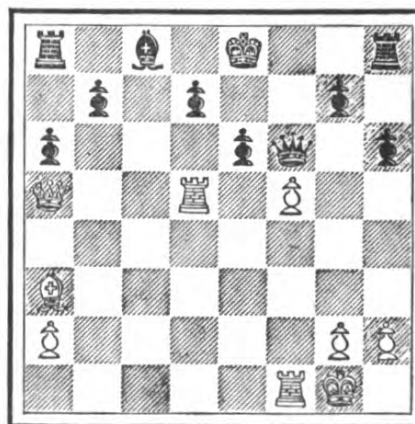
15 P × P	B × P
16 Kt—B3	P—R3
17 QR—Q1	Kt × P
18 Kt × Kt	B × Kt
19 P—B4	B × Kt

20 Q × B	Q—B3
21 Q—B5	Q—B1
22 R—Q6	

Rightly declining to win the Exchange, against which he would be two Pawns down.

	Q—B4
23 R—Q5	Q—B1
24 Q—R5	Q—B3
25 P—B5 !	

Position after White's 25th move



P—QKt3

If P × R, 26 R—K1ch, K—B2 ;
27 Q × Pch.

26 Q—K1	P—K4
27 R × Pch	K—B2
28 Q—K4	Q—B3
29 R—K7ch	K—Kt1

White announced mate in 4.

GAME XCIV

New Orleans, Jan. 1858

EVANS GAMBIT

White :	Black :
MORPHY	AMATEUR
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—R4
6 Castles	P—Q3
7 P—Q4	P×P

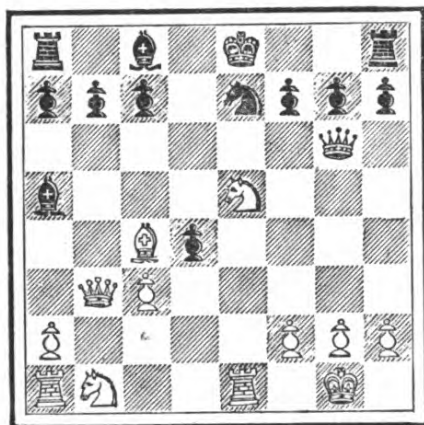
Inferior alike to B—Q2 and to Lasker's B—Kt3. Morphy continues with the genuine Waller's Attack, of which he had an imitation in the previous game.

8 Q—Kt3	Q—B3
9 P—K5	P×KP
10 R—K1	KKt—K2 ?

Kt—R3 is better.

11 B—KKt5	Q—Kt3
12 B×Kt	Kt×B
13 Kt×KP	

Position after White's 13th move



White could win a piece with 13

Q—R4ch, Kt—B3 ; 14 Kt×KP, but prefers the prettier continuation in the text, still threatening to win the Bishop.

	Q—Kt3
14 B—Kt5ch	P—B3
15 Q×Pch	K—Q1
16 Kt×Pch	Kt×Kt
17 B×Kt	Q—B4
18 P×P	Q—Q3
19 Q×KKtP	B×R

If R—B1, 20 R—K5.

20 Q×Rch	K—B2
21 Q×Pch	B—Q2

If K×B, 22 Q—K4ch, etc.

22 B×B	Q×KP
23 B—Kt5dis.ch	K—Kt3
24 Kt—B3	B×Kt

Black might have played 24.. B×Pch ; 25 K—R1, Q×Kt. But then follows 26 R—QKt1, and if R—R1 ; 27 B—K2dis.ch, K—B3 (K—B4 ; 28 Q—B7ch, and wins the Q) ; 28 Q×Pch, K—Q3 ; 29 R—Q1ch, B—Q5 (K—K3 ; 30 Q—Q7ch, and mates in a few moves) ; 30 Q×P, etc.

25 R—Kt1	R—Q1
26 B—R6dis.ch	K—R4

White announced mate in 3.

GAME XCV

New Orleans, Jan. 1858

EVANS GAMBIT

White :	Black :
MORPHY	AMATEUR
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—B4

- 6 Castles P—Q3
 7 P—Q4 P×P
 8 P×P B—Kt3
 9 Kt—B3

The "Morphy Attack," which Tchigorin afterwards employed with success. Black here makes the best reply.

Kt—R4

10 Kt—KKt5

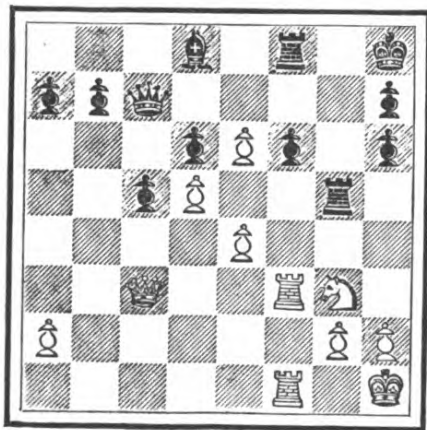
B—KKt5 was Tchigorin's favourite continuation.

- Kt×B
 11 Q—R4ch P—QB3
 12 Q×Kt Kt—R3
 13 K—R1 Castles
 14 P—B4 K—R1
 15 P—B5 P—B3 ?
 16 Kt—K6 B×Kt
 17 P×B Q—K2

P—Q4 was worse; but he should have played Kt—Kt1.

- 18 B×Kt P×B
 19 R—B3 R—KKt1
 20 QR—KB1 R—Kt3
 21 Kt—K2 R—KB1
 22 Kt—B4 R—Kt4
 23 P—Q5 P—QB4
 24 Q—B3 B—Q1
 25 Kt—K2 Q—Kt2
 26 Kt—Kt3 Q—QB2

White to make his 27th move



- 27 R×P! B×R
 28 R×B R×R
 29 Q×Rch Q—Kt2
 30 Q—Q8ch Q—Kt1
 31 P—K7 R—K4
 32 Kt—R5 R×P(K4)
 33 P—K8(Q) and mates in 4

GAME XCVI

New Orleans, Jan. 1858

MUZIO GAMBIT

White :

Black :

MORPHY

AMATEUR

- 1 P—K4 P—K4
 2 P—KB4 P×P
 3 Kt—KB3 P—KKt4
 4 B—B4 P—Kt5
 5 Castles P×Kt
 6 Q×P Q—B3
 7 P—K5 Q×P
 8 P—Q3 B—R3
 9 Kt—B3 Kt—QB3

Kt—K2 is the usual move, against which there is, however, a strong attack after 10 B—Q2, QKt—B3; 11 QR—K1, Q—KB4; 12 Kt—Q5, K—Q1; 13 Q—K2! (Maroczy).

- 10 QB×P Q×B
 11 Q—R5 Q—Kt4
 12 QR—K1ch KKt—K2
 13 Q×Pch K—Q1
 14 Kt—K4 Q—Kt2
 15 Q—R5 P—Q4
 16 B×P Q—Q5ch
 17 K—R1 Q×B
 18 Q×B Kt—Kt3
 19 Kt—Kt5 B—B4
 20 Q—Kt7 R—KB1
 21 Kt—K6ch B×Kt
 22 R×Rch Kt×R

- 23 Q × Ktch K—Q2
 24 Q × R Kt—K4 ?
 25 Q—R8 Kt—Kt5
 26 Q × Pch K—Q3
 27 Q—Kt6 Kt—K4
 28 Q—Kt3, and White won

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GAME XCVII

New Orleans, 1858

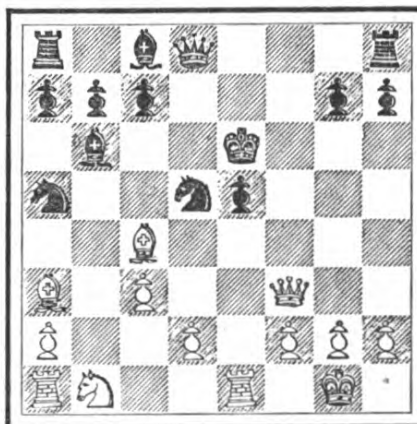
EVANS GAMBIT

- | White : | Black : |
|-----------|-----------------|
| MORPHY | DR. A. P. FORDE |
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—B4 | B—B4 |
| 4 P—QKt4 | B × KtP |
| 5 P—B3 | B—R4 |
| 6 Castles | KKt—K2? |
| 7 Kt—Kt5 | P—Q4 |
| 8 P × P | Kt × P |
| 9 Kt × BP | K × Kt |
| 10 Q—B3ch | K—K3 |

The position is now very similar to that after the first seven moves in the Fegatello variation of the Two Knights' Defence. White has here blocked his QB3, so that he cannot bring his Kt to bear. On the other hand, his KR and QB are immediately available for the attack; and, as will be seen, he wins the game without using his QKt and QR at all.

- 11 B—R3 B—Kt3
 12 R—K1 Kt—R4

White to make his 13th move



- 13 R × Pch ! K × R
 14 P—Q4ch K—K3
 15 P—Kt4 P—Kt3 ?

P—B4 is best.

- 16 Q—K4ch K—B2
 17 B × Ktch K—Kt2
 18 B—K7 R—K1

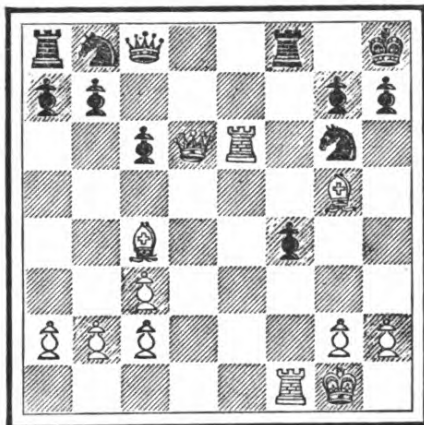
If 18.. Q—K1 or Q2, White mates in 2.

- 19 Q—K5ch K—R3
 20 P—Kt5ch K—R4
 21 B—B3ch B—Kt5
 22 Q—Kt3 Q—Q2
 23 Q—R3ch Mate

Brentano, June 1882, which first published this game, only carried it as far as "22 Q—Kt3, and wins." The mate, however, is forced; for if 22.. B × B, Q—R3 still mates, and if 22.. Q or R × B, then Q × B mates.

15 Kt × P B × Kt
16 R × B Q—B1

Position after Black's 16th move



If Q—B2, White's reply is the same.

17 R × Kt P × R
18 Q × KtP Q—B4
19 R × P! Q × Q
20 R × Rch K—R2
21 B—Kt8ch K—R1
22 B—B7dis.ch K—R2
23 B × Qch Resigns

GAME C

New Orleans, 1858

TWO KNIGHTS' DEFENCE

White :	Black :
MORPHY	AMATEUR
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3

3 B—B4 Kt—B3
4 P—Q4

According to Steinitz, both this move and 4 Castles are inferior to 4 Kt—Kt5. As a rule, Morphy only uses the text-move in blindfold play or when giving odds.

P × P
5 Kt—Kt5 P—Q4

Kt—K4 is a safer continuation.

6 P × P Kt × P?
7 Castles B—K2

Morphy now gets another attack similar to the Fegatello. Cp. Game XCVII.

8 Kt × P K × Kt
9 Q—B3ch K—K3
10 Kt—B3! P × Kt
11 R—K1ch Kt—K4
12 B—B4 B—Q3
13 B × Kt B × B
14 R × Bch K × R
15 R—K1ch K—Q5

Bad as this is, Black has nothing better.

16 B × Kt R—B1
17 Q—Q3ch K—B4
18 P—Kt4ch K × P
19 Q—Q4ch,
and mates in 4.

THE FOLLOWING EIGHT GAMES were played by Morphy in Birmingham on the afternoon of Friday, August 27, 1858, during his brief visit to the B.C.A. Congress. His opponents were perhaps chosen rather with regard to their official positions in connection with the Association than for their chess abilities alone. But they included some strong players, and Morphy's performance in winning 6 games, losing 1, and drawing 1, was a good one. It "excited the wonder and admiration of the brilliant gathering assembled from all parts of the kingdom," says Löwenthal. The performance began at 1 o'clock and ended about 6.15 P.M.

GAME CI

Birmingham, Aug. 27, 1858

KIESERITZKY GAMBIT

White :	Black :
MORPHY	LORD LYTTELTON*

1 P—K4	P—K4
2 P—KB4	P × P
3 Kt—KB3	P—KKt4
4 P—KR4	P—Kt5
5 Kt—K5	P—Q3

A favourite defence of Kieseritzky himself (who, by the way, was not the inventor of the Gambit).

6 Kt × KtP	B—K2
7 P—Q4	B × Pch
8 Kt—B2	B × Ktch ?

8...Q—Kt4; 9 Q—B3, Kt—QB3 gives Black an excellent game.

9 K × B	Kt—KB3
---------	--------

* George William, 4th Baron Lyttelton of Frankley, *b.* 1817; President of the British Chess Association; very prominent throughout his life in Birmingham and Worcestershire affairs; Under-Secretary of State for the Colonies in Peel's last administration, 1846; made P.C. and K.C.M.G. 1869. *d.* 1876. He was father of the present Viscount Cobham (formerly 5th Baron Lyttelton).

10 Kt—B3	Q—K2
11 B × P	Kt × Pch
12 Kt × Kt	Q × Kt
13 B—Kt5ch	K—B1
14 B—R6ch	K—Kt1
15 R—R5	B—B4
16 Q—Q2	B—Kt3
17 R—K1, and wins.	

GAME CII

Birmingham, Aug. 27, 1858

EVANS GAMBIT DECLINED

White :	Black :
MORPHY	REV. G. SALMON*
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	P—Q4

A much riskier way of declining the gambit than B—Kt3, and one seldom seen nowadays. It is, however, a diplomatic move against a simultaneous (and blindfold) player.

* George Salmon, *b.* Dublin, 1819; mathematical gold medallist and Fellow of Trinity College; D.D., 1859; Provost, 1888; early reputed the strongest player in Ireland, but made few public appearances; knocked out by Owen in 2nd round, Birmingham, 1858; *d.* 1904.

5 P×P

B—QKt5 was more usual at the period, but Morphy's line has proved itself better.

6 Castles Kt×P
 Kt—K2

Inferior to Kt—KB3

7 Kt×P Castles

If B—Q5, 8 Kt×P, K×Kt;
9 P—QB3, B—B3; 10 P—Q6
dis.ch.

8 P—Q4 B—Q3
9 Kt—QB3 B—KB4
10 B—Kt3 P—QR4
11 P—QR3 P—R5
12 Kt×P QKt×QP
13 P—QB4 R×Kt

Not sound, because White need not accept the offer of the Exchange, as Morphy shows. And even if 14 B×R, Kt—B6; 15 Q—Kt3, Kt—K7ch; 16 K—R1, Kt×P, White has the resource 17 Q—K3.

14 P×Kt R—R4
15 Q—B3 B—Kt3
16 R—K1 B—Kt5
17 R—K2 Kt—B4
18 B—Kt2 Q—R1

M.L. draws attention to 18.. B×P; 19 R×B, R×R, out of which several interesting variations arise. But White can play now 20 B×R, Kt×P; 21 Q—K3, Kt×Rch; 22 Q×Kt, R—K1; 23 P—B4 (*Maroczy*).

19 P—Kt3 Q—R2
20 Kt×B RP×Kt
21 R—K5 B×P

Kt×QP was better, and if 22 Q—K3, Kt×B.

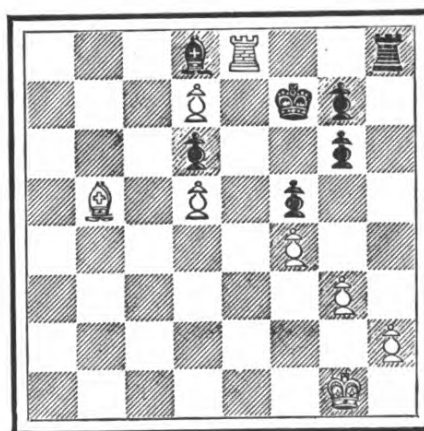
22 P—Q6 B—Kt5

If now Kt×P(Q4), 23 B×Pch, K—R1; 24 Q—B4, R×R; 25 B×Kt, and Black's game is desperate.

23 KR×R	B×R
24 Q—Q5	P—Kt3
25 P—Q7	Q—R1
26 R—QB1	Q×Q
27 B×Q	P—QKt4
28 B—B6	Kt—Q3
29 P—Q5	B—Q7
30 R—Q1	B—Kt4
31 P—B4	B—Q1
32 B—R3	P—B4
33 R—K1	K—B2
34 B×P	R—R1
35 B×Kt	P×B
36 R—K8	

The march of the White King, which follows this move, is a remarkable occurrence for blindfold chess.

Position after White's 36th move



	R—B1
37 K—B2	P—Kt4
38 K—K3	P—Kt5
39 K—Q3	P—Kt4
40 B—B6	P×P
41 P×P	R—Kt1

42 K—B4 R—B1
 43 K—Kt5 R—Kt1
 44 K—R6 R—B1
 45 K—Kt7 R—Kt1
 46 K—B8 B—Kt3
 47 R×R K×R
 48 P—Q8(Q)ch, and wins

GAME CIII*Birmingham, Aug. 27, 1858***SICILIAN DEFENCE**

White :	Black :
MORPHY	AVERY*
1 P—K4	P—QB4
2 P—Q4	P×P
3 Kt—KB3	Kt—QB3
4 Kt×P	P—K3
5 B—K3	Kt—B3
6 B—Q3	P—Q4
7 Kt×Kt	P×Kt
8 P—K5	Kt—Q2
9 P—KB4	B—R3

Threatening, if 10 B×B, Q—R4ch, regaining the piece, with an improved position. Black is trying, too, to get a draw by reduction of pieces.

10 Castles	B×B
11 Q×B	B—B4
12 Kt—Q2	B×Bch
13 Q×B	Q—Kt3
14 QR—K1	Castles KR
15 P—QKt3	P—B3

* Thomas Avery, *b.* Birmingham, 1813, and spent nearly all his life there ; member of the firm W. and T. Avery, scale-makers, etc. ; prominent in municipal affairs, 1862–92 (Alderman) ; President, Birmingham Chess Club, and for nearly fifty years a tower of strength to Birmingham and Midland chess ; drew not only with Morphy, but also with Staunton and Steinitz during their visits to Birmingham ; *d.* 1894.

16 P×P	R×P
17 P—Kt3	QR—KB1
18 K—Kt2	Q×Q
19 R×Q	P—Kt3
20 KR—K1	

Kt—B3 is better, stopping the advance of the KP.

	P—K4
21 KR—K2	P×P
22 R—K7	QR—B2
23 P×P	R×P
24 R—K8ch	K—Kt2
25 R—QB8	KR—B3
26 R—B7	Kt—B1
27 KR—K7	R×R
28 R×Rch	R—B2
29 R—K8	Kt—Q2
30 Kt—B3	R—B1
31 R—K7ch	R—B2
32 R—K8	R—B1
33 R—K7ch	R—B2

Drawn.

GAME CIV*Birmingham, Aug. 27, 1858***SCOTCH GAMBIT**

White :	Black :
MORPHY	KIPPING*
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 P—Q4	P×P
4 B—QB4	B—B4
5 Castles	P—Q3
6 P—B3	Q—B3

* J. S. Kipping, *b.* 1822 ; Secretary, Manchester Chess Club, 1854–63 ; with Staunton and Boden represented England in a consultation game *v.* Anderssen, Horwitz, and Kling, Manchester, 1857 ; *d.* 1899. A grandson, C. S. Kipping, is a well-known problem-composer.

Kipping does not play the best move, Paulsen's 6...B—KKt5, and by the text-move lays himself open to a strong attack by 7 P—K5, P×P; 8 Kt—Kt5 or B—KKt5. Morphy's continuation is also good, up to the 10th move.

7 B—KKt5	Q—Kt3
8 P×P	Kt×P
9 Kt×Kt	Q×B
10 P—B4	Q—Kt3

White's 10th move was premature, but Black fails to take full advantage of it by Q—B3.

11 K—R1	Kt—R3
12 P—KR3 ?	

A slip, costing Morphy his only loss in 24 blindfold games played in England—and the only loss among the 32 played in Europe, 1858–9.

	B×P
13 P×B	Q×Pch
14 Q—B3	Q×Kt
15 R—K1ch	K—Q2
16 Kt—R3	B×Kt
17 B—Kt5ch !	P—B3
18 P×B	KR—K1 !
19 QR—B1	P—Q4
20 Q—QKt3	K—B2
21 B—Q3	R—K6
22 R×R	Q×R
23 R—QKt1	Q×Pch
24 K—Kt1	P—QKt3
25 R—K1	Q—Kt6ch
26 K—B1	Q×Pch
27 K—Kt2	Q—Kt4ch
28 K—B1	Kt—Kt5
29 R—K2	Kt—K6ch

White resigns.

GAME CV

Birmingham, Aug. 27, 1858

KING'S GAMBIT DECLINED

White :

MORPHY

1 P—K4
2 P—KB4
3 Kt—KB3
4 P×P
5 P×P
6 Kt—B3
7 Kt—K4
8 P—B3
9 P—Q4
10 Kt—B2

Black :

RHODES*

P—K4
B—B4
Kt—QB3 ?
P—Q4
Q×P
Q—Q1
B—Kt3
B—Kt5
Q—Q4
Kt×KP

The sacrifice is unsound unless White accepts it at once, when a level game results through 11 P×Kt, B×Ktch; 12 K×B, Q×Q; 13 B—Kt5ch, Q—Q2; 14 B×Qch, B×B. But Morphy plays so as to keep the piece.

11 Q—K2	B×Kt
12 P×B	Q×BP
13 Q×Ktch	K—B1
14 B—K2	Q—QB3
15 R—KKt1	P—B3
16 Q—Kt3	P—Kt3
17 B—K3	R—K1
18 K—Q2	Kt—K2
19 B—Q3	Q—Q2
20 Kt—Kt4	Kt—Q4
21 QR—K1	Kt×B
22 R×Kt	Q—B2
23 Kt×P	R×R
24 Q×R	Q×P

White mates in 4.

* John Rhodes, *b.* Leeds, 1814; member of Leeds Chess Club, 1834–98; acquainted with Buckle, G. Walker, Staunton, St. Amant, etc.; *d.* 1898.

GAME CVI

Birmingham, Aug. 27, 1858

BISHOP'S OPENING

White :	Black :
MORPHY	FREEMAN*
1 P—K4	P—K4
2 B—B4	B—B4
3 P—QKt4	

Perhaps aiming at MacDonnell's Double Gambit. See Game LX.

	B—Kt3
4 Kt—KB3	P—Q3
5 P—Q4	

P—B3, followed by P—Q3, is sounder. The text-move leaves the KP weak.

	P × P
6 Kt × P	Kt—KB3
7 Kt—QB3	Castles
8 Castles	

Steinitz commends P—B3.

	Kt × P !
9 Kt × Kt	P—Q4
10 B—KKt5	Q—K1 ?

Steinitz gives 10..Q—Q2, and *M.L.* 10..P—B3.

11 B × P	P—QB3
12 R—K1	Q—Q2

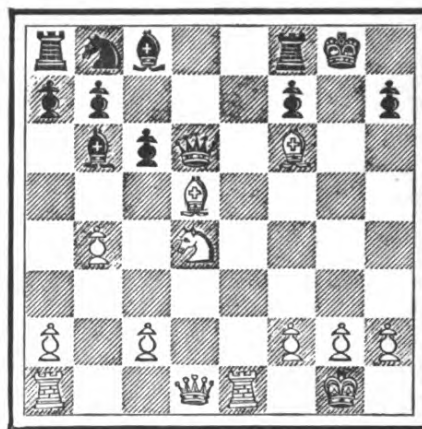
Now the position is materially altered from what it was on the 10th move, and White proceeds with a sacrifice he could not have attempted against 10..Q—Q2.

13 Kt—B6ch	P × Kt
14 QB × P	Q—Q3

* Dr. James Freeman, Secretary, Birmingham Chess Club.

If 14..Q × B, 15 R—K5 wins. And if 14..P × B, 15 R—K5, P—KR3; 16 R—Kt5ch, etc.

White to make his 15th move



15 Kt—K6

A move about which much has been written. Steinitz calls it "the initiation of a finely conceived problem, beautiful and accurate in many variations, but defective in one main line of play" (see move 16). White's immediate threat is Q—Kt4ch. And if, to stop this, Black plays 15..P × Kt, then follows 16 Q—Kt4ch (16 B × Pch wins the Q, but at a heavy cost), K—B2; 17 Q—Kt7ch, K—K1; 18 B × KP, B × Pch (B × B; 19 QR—Q1); 19 K × B, Q—Q5ch (Q—B5ch; 20 K—Kt1, etc.); 20 K—Kt3, Q × B; 21 B—Kt4dis.ch., K—Q1; 22 QR—Q1ch., B—Q2; 23 R × Bch., K—B1; 24 R × P dis. ch. and mates next move. Black's actual 15th move, therefore, is his best.

[Steinitz claims that by 15 B—K6 White has a forced win. If now 15..P × B, 16 Q—Kt4ch, K—B2; 17 Q—Kt7ch, K—K1; 18 Kt × KP, with variations similar to those above. If 15..B × B, 16 R—K5. And if 15..Q—B5, 16 B—K5, followed by R—K3.]

16 Q—R5 B × Kt

Maroczy here gives Q—Q2; and this move would have removed the flaw in Morphy's combination, preventing Black's Q—B5.

B × Pch ?

Now Black should have played Q—B5, and if 17 R × B, Kt—Q2, against which there is no satisfactory continuation; for if 18 B—Kt2, P × B; 19 R—R6, KR—K1! Two other replies to 16.. Q—B5 are equally unavailing: 17 B—K5, Q × BPch; 18 K—R1, Q—KB4—and 17 B—K4, P—KR3; 18 B—K5, Q—Kt4.

17 K—R1 Q—B5
18 R × B Kt—Q2
19 B—Kt2 B—Q5

White threatened R—Kt6ch. But a better defence against this is 19.. P × R; 20 B × Pch, R—B2; 21 R—KB1, R—K1; 22 Q × Rch, Q × Q; 23 B × Qch, K × B; 24 R × Bch, K—Kt3.

20 P—Kt3 Kt—B3
21 P × Q Kt × Q
22 B × B Kt × P

If P × R, 23 B × Pch, R—B2; 24 R—Kt1ch, K—B1; 25 B—B5ch, K—K1; 29 R—Kt8ch.

23 R—Kt1ch Kt—Kt3
24 QR × Ktch P × R
25 R × Pch K—R2
26 R—Kt7ch K—R3
27 B—K4 P—KB4!
28 B—Q3 P—Kt3
29 R—Kt3 R—B2
30 B—K5 R—K1
31 B—B4ch K—R2

32 R—Kt5 R—K8ch
33 K—Kt2 R—KKt2
34 B × Pch K—R1
35 P—KR4 R × Rch
36 B × R R—K1
37 K—B3 Resigns

Considered by many Morphy's finest blindfold game, and allowed by Steinitz (who devotes considerable attention to it in *I.C.M.*, I, 69-70) to be "truly beautiful on the whole."

GAME CVII

Birmingham, Aug. 27, 1858

IRREGULAR DEFENCE

White :	Black :
MORPHY	CARR*
1 P—K4	P—KR3
2 P—Q4	P—QR4
3 B—Q3	P—QKt3
4 Kt—K2	P—K3
5 Castles	B—R3
6 P—QB4	Kt—KB3
7 P—K5	Kt—R2
8 P—B4	B—K2
9 Kt—Kt3	P—Q4
10 Q—Kt4	Castles
11 Kt—R5	P—KKt4
12 P × KtP	RP × P

"Black has indeed placed himself in a deplorable situation by attempting to puzzle his opponent in the opening" (*J.L.*).

13 B × Ktch K—R1

If K × B the end comes sooner, after 14 Kt—B6ch.

14 Kt—B6 P × P

* T. Carr, Secretary Leamington Chess Club.

M

15 B—B2	Q × Pch
16 Q × Q	B—B4
17 Q × B	P × Q
18 B × P	Kt—B3
19 R—B3	K—Kt2
20 B—R6ch !	K × B
21 R—R3ch	K—Kt4
22 R—R5ch	K—B5
23 K—B2	

White has now a mate in 2 ; in fact there was, on the 20th move, a forced mate in 7.

GAME CVIII

Birmingham, Aug. 27, 1858

SICILIAN DEFENCE

White :	Black :
MORPHY	WILLS*
1 P—K4	P—QB4
2 Kt—KB3	Kt—QB3
3 P—Q4	P × P
4 Kt × P	P—K3
5 B—K3	Kt—B3
6 B—Q3	

Morphy's development of the Bishop here (as in Game CIII) is not such as the professors now commend. The QKt should be brought out at either the 5th or the 6th move.

P—K4

This move certainly looks bad, yet is hard to prove so. See next

* W. R. Wills, Hon. Secretary B.C.A., and one of the organizers of the Birmingham Congress.

note. White must not reply 7 Kt—KB3, for follows P—Q4 at once.

7 Kt × Kt	KtP × Kt
8 Castles	P—Q3 ?

Had Black now continued P—Q4, his game, in spite of the undeveloped Bishops, would be fairly good.

9 P—KB4	P × P
10 B × BP	B—K2
11 Kt—B3	R—QKt1 ?
12 P—K5	P × P
13 QB × P	R—Kt5
14 Q—B3	Q—Kt3ch
15 K—R1	B—Kt5
16 Q—B2	Q × Q
17 R × Q	B—QB4
18 KR—B1	B—K2
19 P—QR3	R—Kt2
20 Kt—K4	B—Q2
21 Kt × Ktch	P × Kt
22 QB × P	B × B
23 R × B	R × P
24 R—K1ch	B—K3
25 B—B5	K—K2
26 R—R6	KR—QKt1
27 B × B	R—Kt8
28 R—Kt1	P × B
29 R × RPch	K—Q3
30 R × P	R × Rch
31 K × R	R—Kt8ch
32 K—B2	R—Kt7
33 P—KR4	R × Pch
34 K—B3	K—K4
35 P—R5	K—B5
36 P—R6	R—Q7
37 P—R7, and wins.	

THE FOLLOWING EIGHT GAMES were played at the Café de la Régence, Paris, on September 27, 1858, during an interval in the Morphy-Harrwitz match. The performance lasted ten hours, and the first two players to surrender, Potier and Prédi, both held out to about the seventh hour. The American journalist "Malakoff," writing to the *New York Times* of the affair, stated that "around each of the eight boards there was a large collection of excellent chess-players, who gave their advice freely." Whether or not there was really this additional handicap, the blindfold player's achievement was a splendid one; for he won 6 and drew 2 games against a powerful opposition—and, moreover, made no error of real importance.

GAME CIX

Paris, Sept. 27, 1858

PHILIDOR'S DEFENCE

White :	Black :
MORPHY	BAUCHER
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	P×P
4 Q×P	Kt—QB3
5 B—QKt5	B—Q2
6 B×Kt	B×B
7 B—Kt5	P—B3
8 B—R4	Kt—R3
9 Kt—B3	B—K2

Up to this point the players follow Morphy - Harrwitz, 4th game (XLIV). Black's B—K2 here is better than Harrwitz's Q—Q2.

10 Castles	Castles
11 Q—B4ch	K—R1
12 Kt—Q4	Q—Q2

He should have played B—Q2.

13 QR—Q1 R—B2 ?

This move is still less justifiable here than it was in the Morphy-Harrwitz game in an all but identical position. 13..Kt—B2 is the correct move.

14 P—B4	P—R4
15 P—B5	KR—B1
16 Kt—K6	R—KKt1
17 P—R4	

Steinitz suggests that 17 R—B3 or Kt—Q5 was better still.

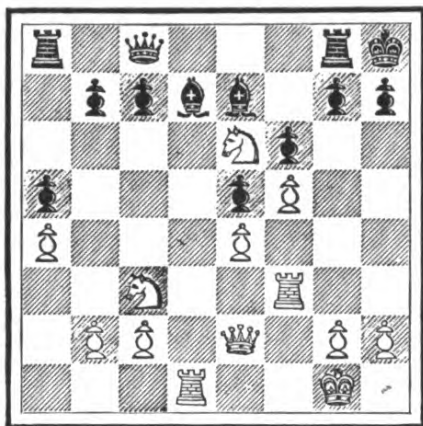
	Kt—Kt5
18 Q—K2	Kt—K4
19 B—Kt3	Q—B1

Black wishes to recapture with the QP if White plays B×Kt, and also to make room for his Bishop at Q2. But Kt—B2—Q1 was necessary, so as to challenge the exchange of Knight against Knight.

20 B×Kt	QP×B
21 R—B3	B—Q2

This loses quickly, but there was no saving move.

White to make his 22nd move



22 R—R3 P—R3

If R—K1, 23 Q—R5, P—R3;
24 Kt×KtP wins. And if 22..
B×Kt, there is a mate in 2.

23 Q—Q2 K—R2
24 Q×B B—Q3
25 R×Pch! K×R
26 R—Q3! K—R4
27 Q—B7ch

After this White has a forced mate
in 2 moves: 27..P—Kt3; 28 Q—
R7ch, and 29 Q—R3, mate.

GAME CX

Paris, Sept. 27, 1858

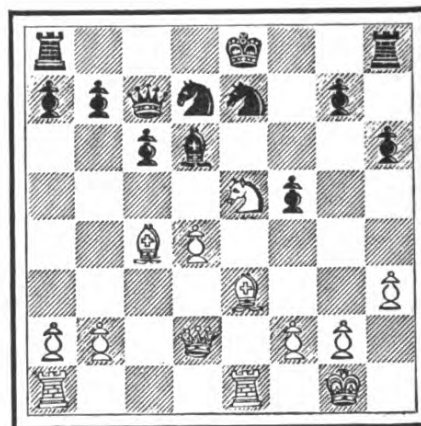
FRENCH DEFENCE

White :	Black :
MORPHY	BIERWIRTH
1 P—K4	P—K3
2 P—Q4	P—QB3 ?

Making a sort of Caro-Kann of it;
but Morphy, with his 4th move,
brings the game back towards his
usual variation against the French
Defence, except that Black has
made an inferior move.

3 B—Q3	P—Q4
4 P×P	KP×P
5 Kt—KB3	B—KKt5
6 Castles	B—Q3
7 P—KR3	B—R4
8 B—K3	Kt—Q2
9 R—K1	Kt—K2
10 QKt—Q2	B×Kt
11 Kt×B	P—KR3
12 Q—Q2	Q—B2
13 P—B4	P×P
14 KB×P	P—KB4
15 Kt—K5	

Black to make his 15th move



CastlesQR

There was no advantage for Black
in 15..B×Kt; 16 P×B, Kt×P;
17 B—K6, R—Q1; 18 Q—B3,
Q—Q3; 19 B—B5. And 15..
Kt×Kt was worse, for then 16
P×Kt, B×P; 17 B—B5, R—Q1;
18 Q—K2, B—B3; 19 Q—R5ch
and mates in 2.

16 B—K6

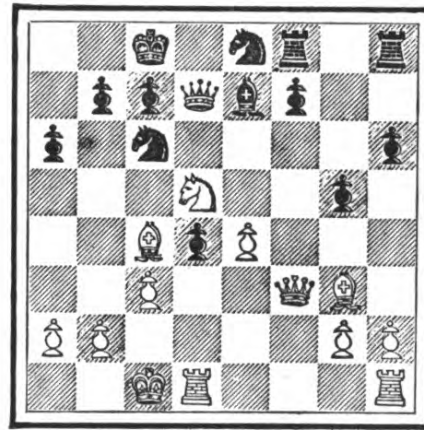
Declining merely to win the Ex-
change.

	B×Kt
17 P×B	K—Kt1
18 Q—B3	Kt—QKt3

19 Q—R3	QKt—B1
20 QR—B1	P—KKt4
21 P—B4	P×P
22 QB×BP	R—Q5
23 Q—K3	R—K5
24 Q—KB3	Q—Kt3 <i>ch</i>
25 K—R2	R×R
26 R×R	Q—Kt5
27 R—K2	Kt—KKt3
28 B—Q2	Q—Kt4
29 B×Kt	R×B
30 B×P	R—R1
31 B—Kt7	R—R2
32 B—B6	R—KB2
33 Q—R5	Kt—B5
34 Q×R	Resigns

10 Kt—Q2	B—K2
11 CastlesQR	Q—Q2
12 Kt—B1	CastlesQR
13 Kt—K3	P—R3
14 B—R4	P—KKt4
15 B—KKt3	QR—B1
16 Kt—Q5	Kt—K1
17 P—Q4	P×P

White to make his 18th move



18 P×P

QB×P was stronger, but much more complicated.

	B—Q1
19 KR—B1	Kt—Q3
20 B—Kt3	Kt—Kt4
21 Q—K3	P—B4 ??
22 P×P	R×P
23 Kt—Kt6 <i>ch</i>	P×Kt
24 B—K6	

If 24 R×R, R—K1!, saving the Queen.

	R—Q4
25 R—B7	Kt—K2
26 K—Kt1	R—K1
27 R—B1 <i>ch</i>	Kt—B2
28 B×Q <i>ch</i>	R×B
29 P—Q5	Kt—B3
30 P×Kt	R×Q
31 P×R <i>ch</i>	Resigns

GAME CXI

Paris, Sept. 27, 1858

KING'S GAMBIT DECLINED

White :	Black :
MORPHY	BORNEMANN

1 P—K4	P—K4
2 P—KB4	B—B4
3 Kt—KB3	P—Q3
4 P—B3	

As played by him in the 2nd and 4th match games with Löwenthal. See also Games CLXXXIX, CXCV, CXCVI.

B—KKt5

See note on Game XXI.

5 B—B4	Kt—KB3
6 P×P	B×Kt

Forced, for if P×P at once, 7 B×P*ch*, etc.

7 Q×B	P×P
8 P—Q3	Kt—B3
9 B—KKt5	P—QR3

GAME CXII

Paris, Sept. 27, 1858

CENTRE COUNTER

White : MORPHY
Black : GUIBERT*

- | | |
|-----------|--------|
| 1 P—K4 | P—Q4 |
| 2 P × P | Q × P |
| 3 Kt—QB3 | Q—Q1 |
| 4 P—Q4 | P—K3 ? |
| 5 Kt—B3 | B—Q3 |
| 6 B—Q3 | Kt—K2 |
| 7 Castles | P—KR3 |

If Black castles now, there is the old trap waiting for him : 8 B × Pch, K × B ; 9 Kt—Kt5ch, etc.

- | | |
|---------|-------|
| 8 B—K3 | P—QB3 |
| 9 Kt—K5 | |

Preparing for his favourite manoeuvre on the following move.

- | | |
|-----------|--------|
| | Kt—Q2 |
| 10 P—B4 | Kt—B3 |
| 11 Kt—K4 | Kt—B4 |
| 12 B—B2 | B—B2 |
| 13 P—B3 | Kt—Q4 |
| 14 Q—B3 | Q—K2 |
| 15 QR—K1 | B × Kt |
| 16 QP × B | |

After the 15th move BP × B might rather have been expected. But Morphy wants an outlet for his QB.

- | | |
|------------|---------|
| | P—KR4 |
| 17 B—B5 | Q—Q1 |
| 18 Kt—Q6ch | Kt × Kt |
| 19 B × Kt | P—KKt3 |
| 20 Q—Kt3 | Kt—K2 |
| 21 R—Q1 | B—Q2 |
| 22 R—Q2 | P—R5 |
| 23 Q—Kt4 | Kt—B4 |

* — Guibert, one of the strongest Parisian amateurs ; *d.* 1878.

- | | |
|-----------|-----------|
| 24 B × Kt | KP × B |
| 25 Q—B3 | Q—Kt3ch |
| 26 K—R1 | CastlesQR |
| 27 P—B4 | |

P—KR3 would have stopped Black's next move and the consequent exposure of the White K, which led to the draw.

- | | |
|-----------|--------|
| | P—R6 |
| 28 P—KKt3 | B—K3 |
| 29 Q—B3 | R—Q2 |
| 30 KR—Q1 | P—B4 |
| 31 K—Kt1 | KR—Q1 |
| 32 Q—R3 | P—R3 |
| 33 B × P | Q—B3 |
| 34 B—Q6 | P—B3 |
| 35 R—Q5 ! | B × R |
| 36 R × B | R × B |
| 37 P × R | K—Kt1 |
| 38 Q—Q3 | R × P |
| 39 Q—Q2 | R × R |
| 40 P × R | Q—B4ch |
| 41 K—B1 | Q—B5ch |
| 42 K—B2 | Q—B4ch |

Draw.

GAME CXIII

Paris, Sept. 27, 1858

SICILIAN DEFENCE

White : MORPHY
Black : PRÉTI*

- | | |
|--------|-------|
| 1 P—K4 | P—QB4 |
| 2 P—Q4 | P × P |

* Jean Louis Prédi, *b.* Mantua, 1798 ; went to Bordeaux, 1826, to escape Austrian rule, and, being an expert flute-player, became musical professor at the Royal College there ; abandoned musical teaching through ill-health, and moved to Paris, 1844 ; took to chess professionally ; 1st, Régence tournament, 1862 ; founded *La Stratégie*, 1867, and edited it till his death in 1881.

3 Kt—KB3 P—K4

Although formerly commended by v. d. Lasa, this move has long since been abandoned as bad. White gets too strong an attack in compensation for the lost Pawn.

4 B—QB4 B—Kt5ch

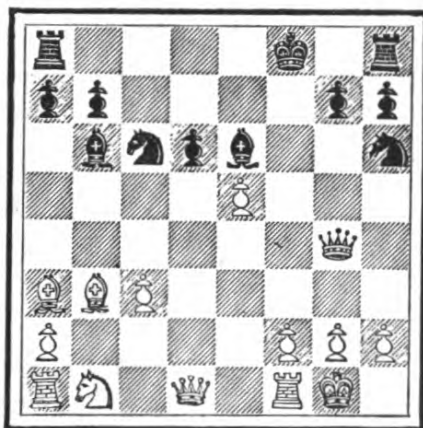
Returning the P, which Q—B2 (as in v. d. Lasa-Mayet, 1847) would have held. Kt—QB3 has also been played here (Blackburne-De Vere, 1886).

5 P—B3 P×P
6 P×P B—B4
7 Kt×P Q—B3
8 B×Pch K—B1
9 Kt—Q3 B—Kt3

Not 9..B×Pch; 10 Kt×B, Q×B, because of 11 Castles.

10 B—Kt3 P—Q3
11 B—R3 Kt—B3
12 Castles Kt—R3
13 P—K5 Q—Kt3
14 Kt—B4 Q—Kt5
15 Kt—K6ch B×Kt

White to make his 16th move



16 Q×Pch K—B2
17 Q—Q7ch K—Kt3

18 B×B Q—Kt4
19 B—Q5 Kt×P
20 B—K4ch Kt—B4
21 Q—K6ch Q—B3
22 B×Ktch K—R4
23 P—Kt4ch Kt×P
24 B×Ktch Resigns

GAME CXIV

Paris, Sept. 27, 1858

PETROFF'S DEFENCE

White : **Black :**
MORPHY POTIER

1 P—K4 P—K4
2 Kt—KB3 Kt—KB3
3 B—B4 Kt×P
4 Kt—B3 Kt—KB3

Avoiding the Boden-Kieseritsky, but giving himself a rather backward game. For 4..P—Q4, see Game VIII.

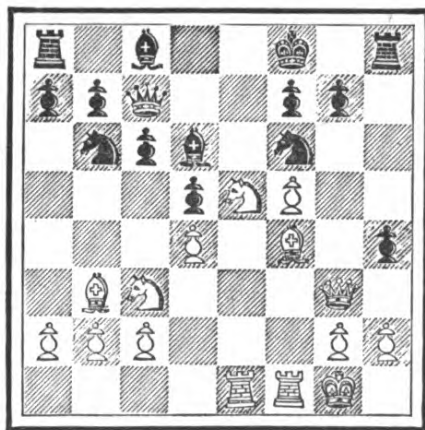
5 Kt×P P—Q4
6 B—Kt3 B—K2

Inferior to P—B3, followed by B—Q3.

7 P—Q4 P—B3
8 Castles QKt—Q2
9 P—B4 Kt—Kt3
10 Q—B3 P—KR4 ?
11 P—B5 Q—B2
12 B—KB4 B—Q3
13 QR—K1 K—B1
14 Q—Kt3 P—R5

If B×P, 15 Kt—Kt6ch, etc. But with the text-move Black falls into an ingenious trap. 14..K—Kt1 was imperative.

White to make his 15th move



- | | |
|-------------|--------|
| 15 Kt—Kt6ch | K—Kt1 |
| 16 B×B | P×Q |
| 17 B×Q | P×Kt |
| 18 BP×P | P×Pch |
| 19 K—R1 | B—Kt5 |
| 20 R—K7 | QKt—Q2 |
| 21 B—K5 | K—B1 |
| 22 R—B7ch | K—Kt1 |
| 23 Kt×P! | P×Kt |
| 24 B×P | Kt—Kt3 |

If Black takes the KB he is mated on the move; and if the other B, then 25 R×Ktdis.ch., and mate in 3.

- | | |
|-----------|---------|
| 25 B—QKt3 | Resigns |
|-----------|---------|

GAME CXV

Paris, Sept. 27, 1858

QUEEN'S FIANCHETTO DEFENCE

White :

Black :

MORPHY

LEQUESNE*

- | | |
|--------|--------|
| 1 P—K4 | P—QKt3 |
| 2 P—Q4 | B—Kt2 |

* Eugene Lequesne, the celebrated sculptor, b. Paris, 1815. His marble bust of Morphy, to which reference has been made in the Biography, is reproduced in Prêti's and Maroczy's books on Morphy.

- | | |
|----------|------|
| 3 B—Q3 | P—K3 |
| 4 Kt—KR3 | |

Not as good as P—KB3.

- | | |
|-----------|----------|
| | Kt—K2 |
| 5 Castles | P—Q4 |
| 6 P—K5 | KKt—B3 ? |
| 7 P—QB3 | B—K2 |
| 8 P—KB4 | P—Kt3 |
| 9 P—KKt4 | P—KR4 |

Morphy's K side advance is premature, and Lequesne finds the best way of meeting it. A rather featureless game follows.

- | | |
|-----------|--------|
| 10 P×P | R×P |
| 11 Q—Kt4 | R—R5 |
| 12 Q—Kt3 | K—Q2 |
| 13 Kt—Q2 | Q—R1 |
| 14 Kt—Kt5 | Kt—Q1 |
| 15 QKt—B3 | B×Kt |
| 16 P×B | R—R6 |
| 17 Q—Kt2 | QKt—B3 |
| 18 B—Q2 | Kt—K2 |
| 19 QR—B1 | R—B1 |
| 20 P—Kt4 | P—R3 |
| 21 P—R4 | Q—R4 |
| 22 Kt—K1 | Kt—B4 |
| 23 R—B3 | R—R5 |
| 24 R—B4 | R×R |
| 25 B×R | P—B4 |
| 26 KtP×P | P×P |
| 27 R—Kt1 | |

White has now an open file, but can do nothing with it.

- | | |
|----------|-------|
| | P—B5 |
| 28 B×Kt | KtP×B |
| 29 Kt—B2 | B—B3 |
| 30 P—R5 | Q—R5 |
| 31 Q—Kt3 | Q—R4 |
| 32 Q—Kt2 | Q—R5 |

Drawn.

GAME CXVI

Paris, Sept. 27, 1858

PHILIDOR'S DEFENCE

White :	Black :
MORPHY	SEGUIN*
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	P × P
4 Kt × P	

Departing from his usual continuation, Q × P. *Cp. Game CXXIII.*

	Kt—KB3
5 Kt—QB3	B—K2
6 B—Q3	Castles
7 P—B4	

This move is much in evidence on Morphy's part in the present blindfold performance.

P—B4

Black leaves himself with a weakness which costs him dear.

8 Kt—B3	Kt—B3
9 Castles	

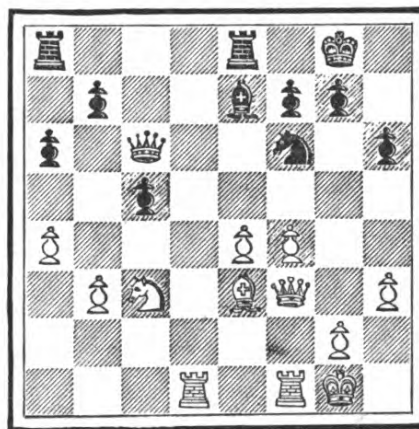
Maroczy claims that White had a winning continuation in 9 P—K5, P × P; 10 P × P, Kt—Q2; 11 Q—K2, R—K1; 12 B—KB4, B—Q3; 13 CastlesQR! But Black need not play 12..B—Q3.

	B—Kt5
10 B—K3	P—QR3
11 P—QR4	P—R3
12 P—R3	B × Kt
13 Q × B	Kt—QKt5
14 QR—Q1	Q—B2
15 P—QKt3	Kt × B
16 P × Kt	KR—K1

* M. Seguin, *b.* 1809; *d.* 1887

17 P—Q4	Q—B3
18 P × P	P × P

White to make his 19th move



Morphy has now shifted his opponent's weakness from the QP to the QBP, and is willing to exchange Queens in order to win the latter—and with it the game.

19 P—K5	Q × Q
20 R × Q	Kt—R2
21 R—Q7	QR—Kt1
22 Kt—Q5	B—B1
23 B—B2	KR—Q1
24 Kt—Kt6	R × R
25 Kt × R	R—B1
26 R—B3	R—B2
27 Kt × B	Kt × Kt
28 R × P	R × R
29 B × R	Kt—K3
30 B—K3	P—KKt3
31 P—KKt4	Kt—Q1
32 K—B2	Kt—B3
33 K—K2	P—QKt4
34 P × P	P × P
35 K—Q3	K—B1
36 B—B5ch	K—K1
37 K—K4	K—Q2
38 K—Q5	Kt—Q1
39 P—B5	P × P

40 P×P	P—R4
41 B—Kt6	Kt—Kt2
42 P—K6 <i>ch</i>	P×P
43 P×P <i>ch</i>	K—K2
44 K—B6	Kt—Q1 <i>ch</i>
45 B×Kt <i>ch</i>	K×B

46 K—Q6	K—K1
47 P—K7 and wins	

This is the game which lasted the whole of the ten hours; but the result had long been a foregone conclusion.

THE FOLLOWING EIGHT GAMES against a powerful team of members of the London Chess Club, on April 13, 1859, a few days after Morphy's return from Paris to London on his way home. The arrangements for the performance do not appear to have been good. It began at 5 P.M., and at the end, 1 A.M., only two games had been finished (both wins for the single player); while of the remaining six one was a forced draw, and the others were abandoned as drawn, Morphy having a great advantage in one of them. The young master was not in the best of form, as is obvious from his play in some of the games, which betrays a certain languor very unusual in him.

GAME CXVII

London, April 13, 1859

SICILIAN DEFENCE

White :

MORPHY

Black :

MONGREDIEN

1 P—K4	P—QB4
2 P—Q4	Kt—QB3 ?
3 P—Q5	Kt—Kt1
4 P—KB4	P—Q3
5 Kt—KB3	P—K3
6 P—B4	B—K2
7 Kt—B3	B—Q2
8 B—Q3	P—B4 ?
9 QP×P	B×P
10 P×P	B—Q2
11 Kt—KKt5	Kt—KB3
12 Castles	Kt—B3
13 Kt—K6	B×Kt

14 P×B	Kt—Q5
15 P—B5	P—KR4
16 B—K3	Kt—B3
17 Kt—Q5	Kt—K4
18 B—B4	Kt—B3

Mongredien plays the game irresolutely.

19 B—K2	P—R5
20 Kt×Kt <i>ch</i>	B×Kt
21 Q×P	Q×Q
22 B×Q	B×P
23 R—QKt1	B—Q5 <i>ch</i>
24 K—R1	P—QKt3
25 B—B3	R—QB1
26 KR—Q1	R—R3
27 B—B4	R—KR1
28 R—Q3	Kt—R4
29 R—QB1	Abandoned

There can be no doubt that, given time, Morphy would have won here.

GAME CXVIII*London, April 13, 1859***MUZIO GAMBIT**

White :	Black :
MORPHY	J. P. JONES

1 P—K4	P—K4
2 P—KB4	P×P
3 Kt—KB3	P—KKt4
4 B—B4	P—Kt5
5 P—Q4	

The Ghulam Kassim Attack, of which it would indeed be hard to find examples in modern chess. For Morphy's handling of it in games at odds, *see* Games CCLX, CCLXV, CCLXXX, CCLXXXVIII, CCXCIX.

Q—K2 ?

To defend this variation with success it is necessary to capture the Knight without loss of time.

6 Castles	P×Kt
7 Kt—B3	P—QB3
8 Q×P	B—Kt2
9 B×P	B×Pch
10 K—R1	B—Kt2

More loss of time, after which White's attack is overwhelming.

11 P—K5	B—R3
12 Kt—K4	P—Q4
13 P×Pi.p.	Q—B1
14 QR—K1	B—K3
15 KB×B	P×B
16 Q—R5ch	K—Q2
17 Kt—B5ch	K—B1
18 B×B	Kt—B3
19 Q—K5	QKt—Q2
20 Kt×Kt	Q×B

21 R×Kt Q—R5

22 Kt—B5, and wins

This was the first game to finish, after 5 hours' play.

GAME CXIX*London, April 13, 1859***FRENCH DEFENCE**

White :	Black :
MORPHY	WALKER

1 P—K4	P—K3
2 P—Q4	P—Q4
3 P×P	P×P
4 Kt—KB3	B—Q3
5 B—Q3	Kt—KB3
6 Castles	Castles
7 Kt—B3	B—KKt5

P—B3, as played by Löwenthal (Game XXIX), is better.

8 P—KR3	B—K3
9 B—K3	Kt—B3
10 Q—Q2	Q—Q2
11 B—KB4	

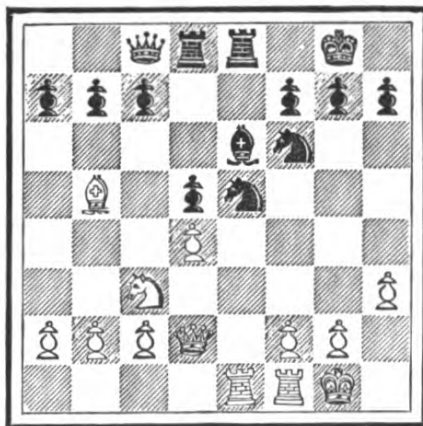
Stopping the possibility of B×RP by Black ; and preparing for Kt—K5.

KR—K1

12 QR—K1	QR—Q1
13 Kt—K5	Q—B1
14 B—QKt5	B×Kt
15 B×B	Kt×B

Best. White cannot take the Rook, for Black would then reply Kt—B5.

Position after Black's 15th move



16 P × Kt	Kt—K5
17 Kt × Kt	P × Kt
18 Q—B4	P—QB3
19 B—K2	B—B4
20 B—B4	R—K2
21 P—KKt4	B—Kt3
22 P—KR4	P—KR3
23 P—R5	B—R2
24 P—Kt5	P × P
25 Q × KtP	Q—B4
26 Q × R	Q—Kt5ch

Drawn by perpetual check.

GAME CXX*London, April 13, 1859***TWO KNIGHTS' DEFENCE**

White :	Black :
MORPHY	P. MAUDE
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	Kt—B3

4 Kt—Kt5	P—Q4
5 P × P	Kt—QR4
6 P—Q3	

See Game LXXIV.

	P—K5 ?
7 Q—K2	Q—K2
8 Kt × KP	Kt × Kt
9 P × Kt	Q—Kt5ch
10 Kt—Q2	Kt × B
11 Q × Kt	Q—Kt3
12 Castles	B—Q2
13 P—QR4	P—QB3
14 Kt—B3	B—Q3
15 B—K3	Q—B2
16 Q—Q4	P—B3
17 P—B4	P—QB4
18 Q—Q3	B—Kt5
19 Kt—Q2	

Being two Pawns ahead, with a good position, Morphy gives up a Pawn in order to secure a winning centre.

	B × Pch
20 K—R1	B—B5
21 P—KKt3	B × B

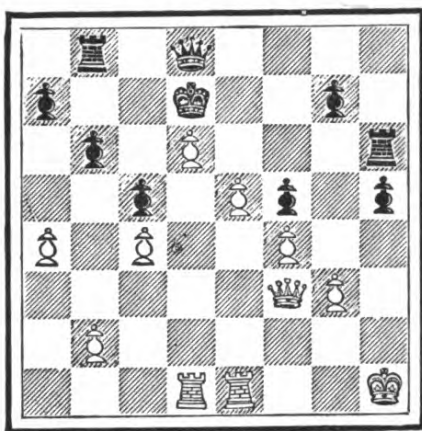
If B × P, then 22 P × B, Q × P ;
23 R—B2, etc.

22 Q × B	K—Q2
23 P—B4	P—QKt3

QR—K1 is the correct move.

24 P—K5	P—B4
25 Kt—B3	B × Kt
26 Q × B	P—KR4
27 QR—Q1	Q—Q1
28 P—Q6	R—QKt1
29 KR—K1	R—R3

Position after Black's 29th move



- 30 P—K6ch R×P
 31 R×R K×R
 32 Q—Q5ch K—B3
 33 R—K1 P—Kt3
 34 R—K7, and wins

This game finished at midnight, after 7 hours' play.

GAME CXXI

London, April 13, 1859

EVANS GAMBIT

- | | |
|----------------|----------------|
| White : | Black : |
| MORPHY | GREENAWAY |
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—B4 | B—B4 |
| 4 P—QKt4 | B×P |
| 5 P—B3 | B—R4 |
| 6 P—Q4 | P×P |
| 7 Castles | Kt—B3 |
| 8 B—R3 | |

See note on Game XLIX.

- 9 P—K5 P—Q3
 P—Q4

Two alternatives are P×P and Kt—K5, against both of which White gets an excellent game, as Morphy himself pointed out (*A.C.M.*). A third is Kt—KKt5, and this seems best. The text-move enables White to gain time for a very important move in reply.

- 10 B—Kt5 Kt—K5
 11 P×P B—Q2
 12 Q—Kt3 P—QR3

Kt—K2 would lose a piece; but Kt—Kt4 was worth consideration.

- 13 B—Q3

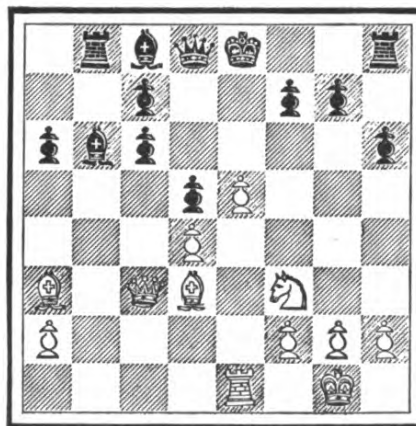
Better than Q×P, which leads to a level game only.

- B—B1
 14 R—B1 B—Kt3
 15 R×Kt!

A sacrifice of the Exchange which should have won the game.

- P×R
 16 Q—B2 B—Kt2
 17 QKt—Q2 Kt×Kt
 18 Q×Kt P—R3
 19 R—K1 B—B1
 20 Q—B3 R—QKt1

White to make his 21st move



21 Q × Pch

After a flash of his real self, Morphy here misses the move which would have brought him his due reward. 21 P—K6, QB × P; 22 R × Bch, P × R; 23 Kt—K5! P—B4; 24 B—Kt6ch, K—B1; 25 Q—B3ch is a forced win.

	Q—Q2
22 Q—B2	Q—K3
23 Kt—R4	P—Kt3
24 Q—B3	K—Q1
25 R—QB1	R—K1
26 Kt—B3	B—Kt2
27 P—R3	R—QB1
28 Q—Q2	R—KR1

Abandoned as drawn.

GAME CXXII*London, April 13, 1859***SCOTCH GAMBIT**

White :	Black :
MORPHY	MEDLEY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 P—Q4	P × P
4 B—QB4	B—B4
5 Castles	P—Q3
6 P—B3	P—Q6

See Game CIV.

7 P—QKt4	B—Kt3
8 P—QR4	P—QR4
9 P—Kt5	Kt—K4
10 Kt × Kt	P × Kt
11 Kt—Q2	Kt—B3
12 Q—Kt3	B—K3

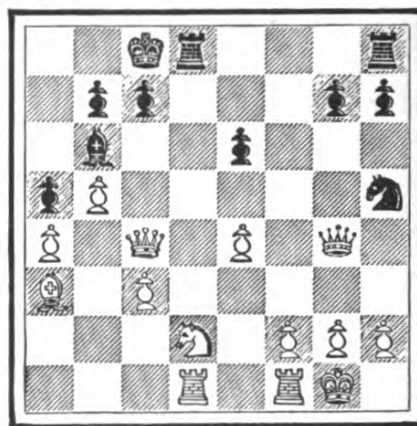
Black cannot castle on account of 13 B—R3, which is threatened in any case.

13 B × B	P × B
14 B—R3 !	Q—Q2
15 Kt—B3	Castles QR
16 Kt × P	Q—K1
17 Q—B4	P—Q7
18 QR—Q1	Q—R4
19 Kt—B3	

Not 19 Q × KPch, because after moving his King Black gets a strong attack. Nor yet 19 Kt—B6, because of 19...Kt—Kt5.

	Q—Kt5
20 Kt × P	Kt—R4

Position after Black's 20th move



21 P—K5

Maroczy here gives as better 21 P—R3, Q—Kt3; 22 P—K5, Q—B7; 23 Q × KPch, K—Kt1; 24 Q—Kt4.

	Kt—B5
22 P—Kt3	R × Kt

Medley had a much better move, as he himself pointed out afterwards, namely, 22...B × Pch. If then 23 K—R1, B × P; 24 R—KKt1, Q—R4 (simpler than R × Kt; 25 R × R, Q—B6ch; 26 KR—Kt2, B—K8, as given by J.L.), and Black must win.

23 Q × Kt	Q × Q
24 P × Q	B × Pch
25 K—Kt2	R × R
26 R × R	B—R5
27 K—R3	B—Q1

Abandoned as drawn.

GAME CXXIII

London, April 13, 1859

PHILIDOR'S DEFENCE

White :	Black :
MORPHY	SLOUS *
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	P × P
4 Kt × P	B—K2
5 Kt—QB3	Kt—KB3
6 B—Q3	

The situation is now, by transposition, the same as in Game CXVI.

P—QR3

Castles is the right move. The text gave Morphy the chance of 7 P—B4, with P—K5 to follow. But, being out of form, he did not play with his customary precision, and paid undue attention to Black's threatened counter-attack.

7 P—QR4	P—B4
8 KKt—K2	Kt—B3
9 P—B4	P—KR4 ?
10 Castles	B—K3
11 P—QKt3	P—KKt3
12 P—B5	

* F. L. Slous, *b.* 1802 ; in his youth so fine a player that in the opinion of his friend, George Walker, he would have been stronger than Staunton, had not ill-health made him give up serious play ; Chairman of the Stock Exchange ; *d.* 1892.

Nothing comes of this, Black having no intention of castling on the K side. R—Kt1, as played later, seems the best line here.

	P × P
13 P × P	B—Q2
14 Kt—B4	Kt—K4
15 QKt—Q5	Kt × Kt
16 Kt × Kt	B—QB3
17 B—K4	B—B3 !
18 B—Kt2	B × Kt
19 B × B	Q—B2
20 B × Kt	B × B

A draw is now more than likely.

21 R—Kt1	Castles QR
22 P—QKt4	P × P
23 R—Kt3	Q—B4ch
24 K—R1	B—B6
25 R—B3	R—Q2
26 R—B1	R—K1
27 R—QKt1	QR—K2
28 Q—Q3	R—K4
29 B—B3	R—K6
30 Q—Q5	KR—K2

After a few more moves the game was abandoned as drawn.

GAME CXXIV

London, April 13, 1859

KING'S GAMBIT DECLINED

White :	Black :
MORPHY	J. JANSEN
1 P—K4	P—K4
2 P—KB4	P—QB3 ?
3 Kt—QB3	P—Q3
4 Kt—B3	B—K2
5 B—B4	

There is no danger in winning a

Pawn here ; but Morphy prefers to develop.

	P × P
6 P—Q4	Kt—B3
7 B × P	Castles
8 Castles	B—Kt5
9 B—Q3	QKt—Q2
10 Q—Q2	B—R4
11 QR—K1	B—Kt3
12 P—K5	

The result of this and the following moves is to simplify Black's game. The advance therefore seems premature.

	P × P
13 P × P	Kt—K1
14 Kt—K4	Kt—B4
15 Kt × Kt	B × Ktch

16 K—R1	Kt—B2
17 Kt—Kt5	Q—K1
18 P—K6	Kt × P
19 B × B	RP × B
20 Q—B3	B—K2

White's threat was R × Kt, followed by Q—KR3.

21 Kt × Kt	P × Kt
22 Q—QKt3	R—B3
23 R × P	R × R
24 Q × Rch	Q—B2
25 Q × Qch	K × Q
26 P—KKt4	K—Kt1
27 R—K1	K—B2

Abandoned as drawn.

THE NEXT EIGHT GAMES were played on April 20, 1859, at the "aristocratic" St. George's Club—as a chess magazine of the day calls it—and show Morphy to great advantage as a blindfold player. The opposition included Barnes, the strongest adversary Morphy was ever called upon to meet in a contest of the kind, Captain Kennedy, and Worrall, whom Morphy had already come across in New Orleans. The performance lasted from 2 P.M. to 6.30, when it was necessarily ended to allow time for a banquet given in Morphy's honour by the members of the St. George's. The final score was 5 wins and 3 draws to the single player.

GAME CXXV

London, April 20, 1859

KING'S GAMBIT DECLINED

White :	Black :
MORPHY	CREMORNE *

1 P—K4	P—K4
2 P—KB4	B—B4

* Richard (Dawson), 3rd Baron Cremorne of Castle Dawson, Ireland, *b.* 1817 ; succeeded his father, 1827 ; created Earl of Dartrey, 1866 ; *d.* 1897, being succeeded by

3 Kt—KB3	Kt—QB3
4 P—QKt4	

A move which Löwenthal claims to have been the first to make, in his match with Harrwitz.

	B × P
5 P—B3	B—R4
6 B—B4	B—Kt3
7 P—Q4	P × QP

his son, the present Earl of Dartrey. Lord Cremorne was President of the St. George's Chess Club.

8 P×P	P—Q3
9 B—Kt2	P—B3
10 P—B5	Q—K2
11 Castles	B—Q2
12 Kt—B3	Castles
13 R—K1	Q—K1
14 Kt—Q5	P—Kt3
15 Kt×Bch	RP×Kt
16 Q—R4	Kt—R4

K—Kt1 is better. The Knight is badly placed at R4.

17 Q—R3	P—B3
18 B—Q3	Q—B1

If K—B2, 19 P—K5, etc. But Black's game is hopeless.

19 B—B3	K—B2
20 B×Kt	R—K1
21 B×Pch	K×B
22 QR—Kt1ch	K—B2
23 Q—Kt3	R—Kt1
24 Q—Kt6ch	K—B1
25 B—R6	Kt—K2
26 P—K5	QP×P
27 B×Pch	R×B
28 Q×Rch	K—Q1
29 P×KP, and wins	

GAME CXXVI

London, April 20, 1859

EVANS GAMBIT

White :	Black :
MORPHY	KENNEDY *
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3

* Capt. H. A. Kennedy, b. 1809 ; Vice-President, B.C.A., and official of various chess clubs, Brighton, Bristol, etc. ; contributor to chess magazines (in light vein) and to *Punch* ; d. 1874.

3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—B4
6 Castles	P—Q3
7 P—Q4	P×P
8 P×P	B—Kt3
9 P—Q5	

Cp. Games CLXXIII, CCXII, CCXXXII.

QKt—K2

Although less common than Kt—R4, this move is playable if correctly followed up.

10 P—K5	Kt—Kt3
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Kt—R3 is also worth consideration.

11 P—K6	P×P
12 P×P	KKt—K2

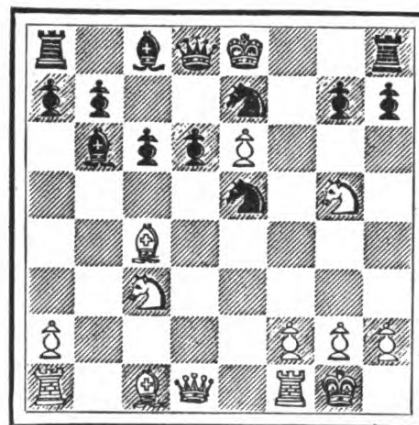
Kt—B3 is better.

13 Kt—B3	P—B3
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Black has not time for this, which leads to immediate disaster. Either Castles or P—KR3 must be played.

14 Kt—KKt5	Kt—K4
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White to make his 15th move



15 B—B4 !	P—Kt3
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N

If Kt×B, 16 Kt—B7, Q—B2; 17 B×P, Kt×B; 18 Kt×Ktch, K—B1; 19 Q—B3ch.

16 Kt—B7 Castles

Black has nothing better; but Morphy is not playing merely to win the Queen.

17 B×Kt R×Kt
18 P×Rch K—B1
19 B×P B—Kt5
20 Q—Q2 P—Kt4
21 QR—K1, and wins

GAME CXXVII

London, April 20, 1859

RUY LOPEZ

White : **Black :**
MORPHY H. G. CATLEY

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 P—QR3
4 B—R4 Kt—B3
5 Castles B—K2
6 Kt—B3

The days of 6 R—K1 had not yet arrived.

P—Q3

P—QKt4 first is better.

7 P—Q4 P—QKt4
8 B—Kt3

Inferior to P—Q5, because in reply to the text-move Black could have played 8..QKt×P, winning a Pawn—the trap known as “Noah’s Ark” following White’s attempt to hold it. But Black apparently disdains this.

9 P—Q5 B—Kt5
10 B—K3 Kt—Q5
Kt×B

Kt×Kt is better.

11 RP×Kt Castles
12 P—R3 B—R4
13 P—QKt4 Q—Q2
14 K—R2 P—B3
15 P×P Q×P
16 B—Kt5 KR—K1
17 B×Kt B×B
18 P—Kt4 B—Kt3
19 Q—Q3 B—K2
20 KR—Q1 KR—QB1
21 R—R3 Q—B5
22 KR—R1 P—Q4
23 Kt×QP KB×P
24 Q×Q R×Q
25 R×P R×R
26 R×R P—R3
27 P—B3 B—QB4
28 Kt×P R×KP
29 Kt—Q7 R—R5

An error; but White has much the better game in any case.

30 Kt×B R×R
31 Kt×R, and wins

GAME CXXVIII

London, April 20, 1859

FALKBEER COUNTER GAMBIT

White : **Black :**
MORPHY HAY *

1 P—K4 P—K4
2 P—KB4 P—Q4

* Lord Arthur Hay, b. 1824; entered Army 1841, served through Sutlej and Crimean campaigns, and retired with rank of Colonel, 1860; in 1876 became the 9th Marquess of Tweeddale in succession to his father; President Royal Zoological Society and a well-known ornithologist; d. 1878.

3 KP×P P—K5
4 Kt—QB3

The strength of 4 P—Q3 (against which Q×P alone gives Black a tenable game) had not yet been fully demonstrated in Morphy's days.

P—KB4

Kt—KB3 is the right reply.

5 B—B4	Kt—KB3
6 KKt—K2	B—Q3
7 P—Q4	Castles
8 B—K3	K—R1
9 Castles	P—B3
10 P×P	Kt×P
11 P—QR3	P—QR3
12 Q—Q2	Kt—K2
13 B—R2	

Preparing for a Q side advance.

	P—QKt4
14 Kt—Q1	Kt—Kt3
15 P—QKt3	P—QR4
16 P—B4	P×P
17 P×P	B×RP
18 P—Q5	Q—Q3
19 Kt—Q4	B—B4
20 Kt—Kt5	Q—Kt3
21 B×B	Q×Bch
22 Q—Q4	Q×Qch
23 Kt×Q	R—Q1
24 Kt—K3	Kt—K2
25 KR—Q1	R—R3
26 QR—Kt1	P—Kt3
27 P—B5	

Maroczy suggests Kt—Kt5.

	KKt×P
28 Kt×Kt	Kt×Kt
29 Kt—Kt5	R—QB3

Black could have escaped with the loss of the Exchange by 28..B—K3; 29 Kt—B7, Kt×Kt.

30 R×Kt	R×R
31 B×R	R×P
32 B—R2	

Morphy here accepted the draw which his opponent proposed. Probably time was up; and Black has the material for a long fight still.

GAME CXXIX

London, April 20, 1859

IRREGULAR DEFENCE

White :

Black :

MORPHY

WORRALL *

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	P—B4

A defence too bad, it would appear, to have a name. It is a poor relation of the Greco. Cp. Game CXLIV, where Morphy (aged 12) continued 4 P—Q3, which is probably the best move.

4 P—Q4	P—Q3
5 QP×P	QP×P

If BP×P, 6 Q—Q5 is very embarrassing.

6 Q×Qch	K×Q
7 B—Kt5ch	Kt—B3
8 Kt—B3	B—Kt5 ?
9 Castles QR, ch	B—Q3
10 KR—K1	P—KR3
11 B×Ktch	P×B
12 Kt—QKt5	K—K2
13 Kt—R4	R—Q1

* T. S. Worrall first encountered Morphy in New Orleans, 1858, when he appears as a strong player from Mexico. Morphy then successfully conceded him the odds of QKt, as he did also in a number of games during this second visit to London.

14 P×P K—K1
15 R—K3 R—Q2

Black's game is quite hopeless ; but Kt—K2 would afford a somewhat better defence.

16 R—KKt3 Kt—K2
17 B—K6 P—K5
18 B×Rch B×B
19 R×B B×Kt
20 R×P, and wins

GAME CXXX

London, April 20, 1859

BISHOP'S OPENING

White :	Black :
MORPHY	CUNNINGHAM
1 P—K4	P—K4
2 B—B4	B—B4
3 P—QB3	Kt—QB3
4 Kt—B3	Kt—B3
5 P—Q4	P×P
6 P—K5	Q—K2

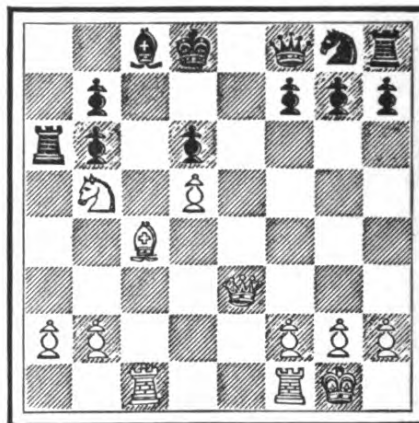
A bad move, entailing fatal loss of time. P—Q4 is right, as in the Danish Gambit and similar openings where White plays P—K5.

7 Castles	Kt—KKt1
8 P×P	B—Kt3
9 P—Q5	Q—B4
10 Kt—R3	Kt—Q5
11 B—K3	Kt×Ktch
12 Q×Kt	Q—B1
13 B×B	RP×B
14 Kt—Kt5	K—Q1
15 QR—B1	

The first move of a charming combination.

	P—Q3
16 P×P	P×P
17 Q—K3	R—R3

White to make his 18th move



18 Kt—B7 Q—K2
19 Kt—K6ch ! P×Kt
20 B×R B—Q2

P×B loses the Queen ; as also does B×B next move.

21 B—Kt5 K—K1
22 P×P Kt—B3
23 R—B8ch Resigns

GAME CXXXI

London, April 20, 1859

KING'S GAMBIT DECLINED

White :	Black :
MORPHY	THRUPP
1 P—K4	P—K4
2 P—KB4	P—QB4 ?

Some of Morphy's opponents certainly handicapped themselves by extraordinary continuations, in the hope of taking advantage of his "blindness" !

3 Kt—KB3	P—Q3
4 B—B4	Q—B3
5 Kt—B3	B—K3
6 B—Kt5ch	

Not his best. B—Q5 looks more promising.

	Kt—B3
7 P—B5	B—Q2
8 Castles	Q—Q1
9 P—Q3	B—K2
10 P—KKt4	P—KR3
11 B—K3	Kt—Q5
12 B×Bch	Q×B
13 Kt—Q5	Kt—KB3
14 Kt×Kt	B×Kt
15 P—B3	Kt—B3
16 P—B4	

The game has drifted towards equality, and White appears to have no move to get back his advantage. P—Q4, provoking a general exchange in the centre, leads to nothing.

	P—KKt4
17 Kt—Q2	P—Kt3
18 Kt—Kt1	Kt—K2
19 Kt—B3	P—R3
20 R—Kt1	Q—B3
21 P—Kt4	K—Q2
22 Kt—Q5	Kt×Kt
23 BP×Kt	Q—B2
24 P×P	KtP×P
25 Q—R4ch	K—K2
26 R—Kt3	KR—QKt1
27 KR—Kt1	R×R
28 Q×R	K—B1
29 Q—Kt7	Q×Q
30 R×Q	B—K2
31 K—B1	

Abandoned as drawn.

GAME CXXXII

London, April 20, 1859

PETROFF'S DEFENCE

White :	Black :
MORPHY	BARNES
1 P—K4	P—K4
2 Kt—KB3	Kt—KB3
3 Kt×P	P—Q3
4 Kt—KB3	Kt×P
5 P—Q4	P—Q4
6 B—Q3	B—Q3

See Game XXII.

7 Castles	Castles
8 P—B4	Kt—KB3

The moves up to here are as old as Jaenisch, who, however, makes Black continue 8..P—KB4. P—QB3 is the generally accepted continuation in later days. Marshall has on various occasions played 8..B—Kt5. Barnes's move is scarcely enterprising, but brings him little harm.

9 B—Kt5	B—K3
10 Q—Kt3	P×P
11 B×P	

Q×KtP loses, because of the answer B—Q4!

	B×B
12 Q×B	Kt—B3
13 Kt—B3	P—KR3
14 B—R4	P—KKt4
15 B—Kt3	Q—Q2
16 Kt—K5	Q—K3
17 Q×Q	P×Q
18 Kt×Kt	P×Kt

Black's Pawn weakness is apparent, if his Bishop can be got rid of.

19 KR—K1	KR—K1
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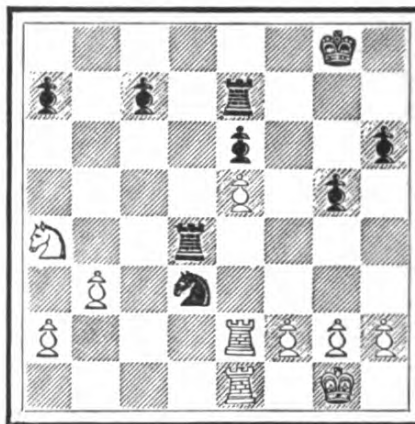
20 QR—B1	QR—Kt1
21 P—Kt3	R—K2
22 KtR4	R—Kt5
23 B—K5	B×B
24 P×B	Kt—Q4
25 R×P	R—Q5
26 R—B2	

This gives Black an opportunity of getting on terms again. Maroczy suggests 26 Kt—B5, Kt—B5 (if K—B2, 27 Kt—R6); 27 P—Kt3, Kt—Q6; 28 R×KP, etc.

	Kt—Kt5
27 QR—K2	Kt—Q6
28 R—Q2	

If 28 R—Q1, Kt—B5; 29 QR—Q2, R—K5; 30 P—Kt3, Kt—Kt3, and a draw is in sight.

White to make his 28th move



	R×Kt!
29 R×Kt	R×P
30 R—QB1	R—B2
31 P—B3	Drawn

THE FOLLOWING FOUR GAMES were played at the Academy of Music, Philadelphia, on November 11, 1859, the exhibition being given in aid of a charity.

GAME CXXXIII

Philadelphia, Nov. 11, 1859

IRREGULAR DEFENCE

White :	Black :
MORPHY	W. G. THOMAS
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	P—Q3
4 P—B3	B—K2

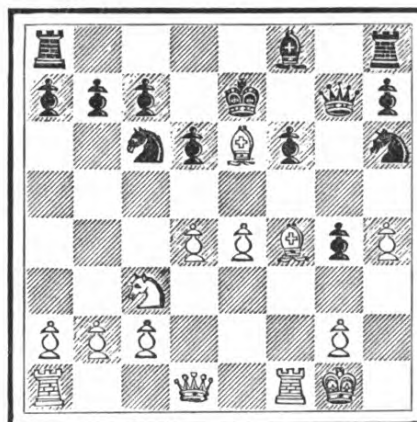
The defence now resembles the Hungarian, but is not even so good.

5 QKt3	Kt—R3
6 P—Q4	Kt—R4

7 Q—R4ch	P—B3
8 B×Kt	P—QKt4
9 Q—B2	Kt×B
10 B—B1	P×P
11 P×P	Q—B2
12 P—QKt3	Kt—Kt3
13 Castles	P—KR3
14 Kt—B3	P—R3
15 B—B4	P—Kt4
16 B—K3	P—KKt5
17 Kt—Q2	P—KR4
18 Kt—Q5	Kt×Kt
19 P×Kt	P—QB4
20 P×P	P—R5
21 KR—K1	K—B1
22 B—Q4	R—R4
23 Q—K4	P—Kt6

- | | | |
|----|------------------|--------|
| 24 | BP × KtP | RP × P |
| 25 | P—KR3 | P—B4 |
| 26 | Q—B3 | R—R5 |
| 27 | Kt—K4 | P × P |
| 28 | P—Q6 ! | B × P |
| 29 | Kt × B | Q × Kt |
| 30 | B—K5 | Q—Q2 |
| 31 | Q × KtP | R—K5 |
| 32 | R × R | P × R |
| 33 | R—B1ch, and wins | |

White to make his 13th move

**GAME CXXXIV***Philadelphia, Nov. 11, 1859***KING'S KNIGHT'S GAMBIT**

White : MORPHY
Black : B. C. TILGHMAN

- | | | |
|---|--------|--------|
| 1 | P—K4 | P—K4 |
| 2 | P—KB4 | P × P |
| 3 | Kt—KB3 | P—KKt4 |
| 4 | B—B4 | P—Q3 ? |
| 5 | P—KR4 | P—Kt5 |
| 6 | Kt—Kt5 | |

White has an Allgaier, with a decided difference in his favour.

- | | | |
|---|-------|--------|
| | | Kt—KR3 |
| 7 | P—Q4 | P—KB3 |
| 8 | B × P | Kt—B3 |

If P × Kt, 9 B × KtP, B—K2 ; 10 Q—Q2—the position being almost identical with that on the 10th move in Game CLIII.

- | | | |
|----|---------|--------|
| 9 | Castles | Q—K2 |
| 10 | Kt—QB3 | Q—Kt2 |
| 11 | Kt—K6 | B × Kt |
| 12 | B × B | K—K2 |

- | | | |
|----|-----------|---------|
| 13 | Kt—Q5ch ! | K × B |
| 14 | B × Kt | Q × B |
| 15 | Q × Pch | K—B2 |
| 16 | R × Pch | Q × R |
| 17 | Kt × Q | K × Kt |
| 18 | R—B1ch | K—K2 |
| 19 | Q—Kt5ch | K—Q2 |
| 20 | Q—B5ch | K—K1 |
| 21 | Q—B7ch | K—Q1 |
| 22 | Q—B6ch | Kt—K2 |
| 23 | Q × R | Kt—Kt3 |
| 24 | R × Bch | Resigns |

GAME CXXXV*Philadelphia, Nov. 11, 1859***FRENCH DEFENCE**

White : MORPHY
Black : S. SMYTH

- | | | |
|---|---------|--------|
| 1 | P—K4 | P—K3 |
| 2 | P—Q4 | P—Q4 |
| 3 | P × P | P × P |
| 4 | Kt—KB3 | B—K3 |
| 5 | B—Q3 | Kt—KB3 |
| 6 | Castles | P—KR3 |
| 7 | Kt—K5 | B—Q3 |

8 P—KB4	Kt—B3
9 P—B3	Q—K2
10 R—K1	B × Kt
11 BP × B	Kt—Q2
12 P—QKt4	Castles KR

Losing the Exchange, and also allowing White to develop his Q side quickly.

13 P—Kt5	Kt—R4
14 B—R3	Q—Kt4
15 B × R	R × B
16 Kt—Q2	B—Kt5
17 Kt—B3	Q—K2
18 P—KR3	B—K3
19 Q—R4	P—QKt3
20 QR—Q1	P—Kt4
21 B—Kt1	

Here the Bishop stays until it helps, unmoved, to mate !

	K—Kt2
22 Q—B2	R—KR1
23 Kt—Q2	P—R4
24 Kt—B1	P—R5

Like the player of the previous game, Black here relies in vain on an attack with the K side Pawns.

25 Kt—K3	R—R3
26 Kt—B5ch	B × Kt
27 Q × B	Kt—B1
28 R—KB1	Kt—B5
29 R—B3	Kt—K3
30 Q—Kt4	Q—K1
31 QR—KB1	Q × P ?
32 R × Pch	K—R1
33 Q × Kt	R × Q

White announced mate in 3.

GAME CXXXVI

Philadelphia, Nov. 11, 1859

QUEEN'S FIANCHETTO DEFENCE

White :	Black :
MORPHY	DR. S. LEWIS
1 P—K4	P—QKt3
2 P—Q4	B—Kt2
3 B—Q3	P—K3
4 Kt—KR3	P—Q4
5 P—K5	Kt—K2
6 Castles	Kt—Kt3
7 P—KB4	B—K2
8 P—B5	P × P
9 B × P	B—QB1

Black's Fianchetto development of the QB thus comes to an end, while his game remains backward.

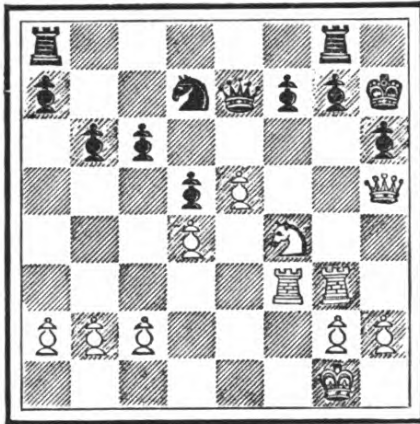
10 B × B	Q × B
11 Kt—B3	P—QB3
12 B—Kt5	Castles
13 B × B	Kt × B
14 Q—R5	P—KR3

P—Kt3 loses because of 15 Q—R6, Kt—B4 ; 16 R × Kt.

15 R—B3	Kt—Kt3
16 QR—KB1	Q—K3
17 Kt—K2	Kt—Q2
18 QKt—B4	Kt × Kt
19 Kt × Kt	Q—K2
20 R—KKt3	K—R2
21 QR—B3	R—KKt1

Forced. He must prevent R × Pch, etc. ; and if 21..P—Kt3 ; 22 Kt × KtP, P × Kt ; 23 R × P.

White to make his 22nd move



22 Kt—R3 P—Kt3

23 Kt—Kt5ch Q × Kt

24 R × Pch K—R1

If R—Kt2, then 25 R × Rch, K × R ;
26 R × Q.

25 Q × Q Resigns

THE FOLLOWING was one of the games at a blindfold exhibition given by Morphy during his brief stay in the Cuban capital in 1862. His opponent was José Maria (Sicre), a freed slave of the Felix Sicre who played against Morphy in Game CXL.

GAME CXXXVII*Havana, Oct. 22, 1862***FRENCH DEFENCE****White :****MORPHY****Black :****J. M. SICRE**

- | | |
|-----------|---------|
| 1 P—K4 | P—K3 |
| 2 P—Q4 | P—Q4 |
| 3 P × P | P × P |
| 4 Kt—KB3 | B—Q3 |
| 5 B—Q3 | Kt—KB3 |
| 6 Castles | Castles |
| 7 Kt—B3 | P—B3 |
| 8 B—KKt5 | B—KKt5 |
| 9 P—KR3 | B × Kt |
| 10 Q × B | QKt—Q2 |
| 11 KR—K1 | Q—B2 |
| 12 P—KKt4 | |

A move which conscious superiority justifies in a position like the

present. When the opponent's mistake occurs (as at move 13 here), such a manœuvre becomes excellent.

- | | |
|-----------|---------|
| | KR—K1 |
| 13 B—K3 | K—R1 ? |
| 14 P—Kt5 | Kt—KKt1 |
| 15 Q × BP | R—K2 |
| 16 Q—R5 | Kt—B1 |
| 17 Q—Kt4 | Kt—K3 ? |
| 18 B × P | Kt—B3 |

There is nothing else to be done.

- | | |
|--------------------|-------|
| 19 P × Kt | P × P |
| 20 B—Kt6 | R—Kt2 |
| 21 Q—R5ch | K—Kt1 |
| 22 K—R1 | Kt—B1 |
| 23 B—B5 | B—B5 |
| 24 R—KKt1 | B × B |
| 25 P × B | R—Kt4 |
| 26 P—KR4 | Kt—R2 |
| 27 P × R, and wins | |

THE FOLLOWING THREE GAMES were played simultaneously during Morphy's second visit to Havana, on his way home in 1864.

GAME CXXXVIII

Havana, Feb. 16, 1864

EVANS GAMBIT

White :	Black :
MORPHY	GOLMAYO *
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—B4
6 Castles	P—Q3
7 P—Q4	P×P
8 P×P	B—Kt3
9 Kt—B3	Kt—B3

An inferior defence. Kt—R4 is the best move, though many experts have favoured B—Kt5. For the text-move cp. Games CLXXV, CCIII, CCXXXI.

10 P—K5	P×P
11 B—R3	B×P
12 Q—Kt3	B—K3
13 B×B	P×B
14 Q×Pch	Kt—K2
15 Kt×B	P×Kt
16 KR—K1	Q—Q2

If Kt—Kt1, 17 B×Kt, Kt×B; 18 Kt—Q5. And if P×Kt, then 17 QR—Q1, etc.

17 Q×Ktch	Q×Q
18 R×Qch	K—Q1

* Celso Golmayo, b. Logrono, Spain 1841; 7th prize, Paris, 1867; settled in Cuba definitely, 1868, and did much for chess in the island; lost match to Blackburne (3-5-2), 1891; d. 1898.

19 R—Q1	P—QKt3
20 R×Pch	K—B1
21 Kt—Kt5	K—Kt1

If P—B4, 22 R—B7ch, K—Kt1; 23 R—Q6, R—QB1; 24 R—K7, R—K1; 25 R×Rch, Kt×R; 26 R—Q8ch, K—Kt2; 27 R×Kt, etc. (Maroczy).

22 R×BP	R—K1
23 P—Kt3	P—QR3
24 B—Q6	Kt—K5

If P×Kt, 25 R×Pdis.ch, K—B1; 26 R—B7ch, K—Kt1; 27 R×Pdis.ch, K—B1; 28 R—B7ch, K—Kt1; 29 R—B7dis.ch, etc.

25 R×Kt	R×R
26 R—K7dis.ch	K—B1
27 R×R	P×Kt
28 R—K8ch	K—Kt2
29 R×R	Resigns

GAME CXXXIX

Havana, Feb. 16, 1864

TWO KNIGHTS' DEFENCE

White :	Black :
MORPHY	P. DOMINGUEZ
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	Kt—B3
4 P—Q4	P×P
5 Castles	B—B4
6 P—K5	Kt—K5 ?

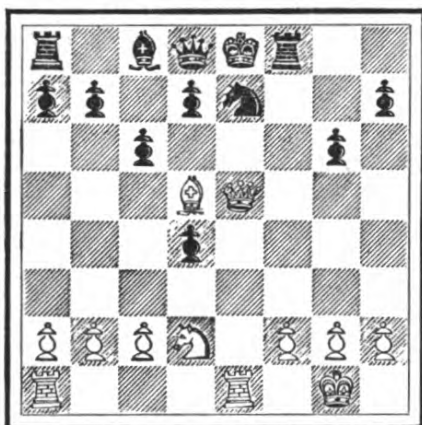
If Black is bent on avoiding the Max Lange Attack, he can play

Kt—Kt5 with less disadvantage than he suffers by the text-move.

- | | |
|---------------------|------------|
| 7 B—Q5 | P—B4 |
| 8 P × P <i>i.p.</i> | Kt × P(B3) |
| 9 B—Kt5 | B—K2 |
| 10 QB × Kt | B × B |
| 11 R—K1 <i>ch</i> | Kt—K2 |
| 12 Kt—K5 | B × Kt |
| 13 Q—R5 <i>ch</i> | P—Kt3 |
| 14 Q × B | R—B1 |
| 15 Kt—Q2 | P—B3 |

Giving White the opportunity for a pretty finish. P—Q3 was the only move to prolong the game.

White to make his 16th move



- | | |
|-------------------------|------|
| 16 Kt—K4 | P—Q3 |
| 17 Kt × P <i>ch</i> | K—Q2 |
| 18 B—K6 <i>ch</i> | K—B2 |
| 19 Kt × B <i>dis.ch</i> | Q—Q3 |
| 20 Q × Q mate | |

GAME CXL

Havana, Feb. 16, 1864

PHILIDOR'S DEFENCE

White :

Black :

MORPHY

F. SICRE

- | | |
|----------|------|
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | P—Q3 |

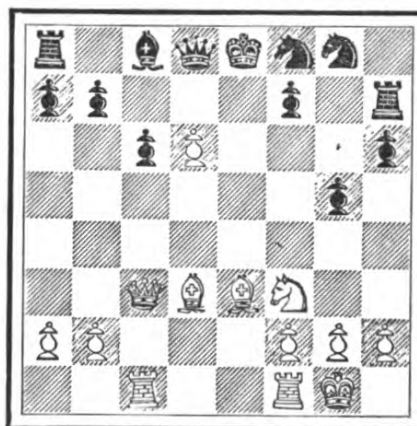
- | | |
|-----------|---------|
| 3 P—Q4 | P × P |
| 4 B—QB4 | P—KR3 ? |
| 5 P—B3 | P—QB3 |
| 6 Castles | P × P |
| 7 Q—Kt3 | Q—B2 |
| 8 Kt × P | P—KKt4 |
| 9 B—K3 | B—Kt2 |
| 10 QR—B1 | B × Kt |

To prevent 11 Kt—Kt5, when if P × Kt, 12 B × BP*ch*, Q × B ; 13 R × B*ch*.

- | | |
|----------|-------|
| 11 Q × B | R—R2 |
| 12 P—K5 | Kt—Q2 |
| 13 B—Q3 | Kt—B1 |
| 14 P × P | Q—Q1 |

If Q × P, 15 B—QB5, Q—Q1 ; 16 B × Kt, etc.

White to make his 15th move



- | | |
|-----------|---------|
| 15 KR—K1 | B—K3 |
| 16 Kt—K5 | Kt—B3 |
| 17 B × R | QKt × B |
| 18 B—B5 | Kt—Q2 |
| 19 Kt—Kt4 | P—Kt3 |
| 20 Q—Kt7 | QKt—B1 |
| 21 B—Q4 | Resigns |

There is no defence against the threat 22 B—B6, Q—B1 ; 23 R × B*ch*, Kt × R ; 24 Q—Kt8*ch*, KKt—B1 ; 25 B—K7.

PART IV

CASUAL GAMES

It has been mentioned in the introduction to Part III that Morphy once said simultaneous blindfold play "proved nothing." In his opinion, a player's strength was to be judged by his performances against single opponents across the board. As far as match-play is concerned, Morphy gave convincing proofs of his strength against every one whom he met in this way. There remains another branch of man-to-man combat in chess, the casual or off-hand game. In the opinion of many good judges, Morphy excelled even more in this branch of the game than in any other. Certainly it is true that far more brilliancies, not only numerically, but also proportionately, are to be found in his off-hand than in his match play. This is discounted by the facts that the average strength of his casual opponents was much lower than that of those whom he encountered in set matches ; and that we have a selection from his casual games as against practically all his match games. Yet, if we took only the friendly games recorded against such players as Barnes, Bird, Boden, Arnous de Rivière, Owen, etc., we should probably be justified in saying that Morphy's marvellous powers are nowhere better shown than when he played, for the love of the game merely, against a high-class opponent.

SECTION I

JUVENILIA

OF the seventeen games which follow, the first eight, possibly the first ten, were played by the future master when he was but twelve or thirteen years of age. The game with Eugene Rousseau was first published in *La Régence* in January 1851, having been sent to Kieseritzky, then the editor, by Ernest Morphy, who wrote concerning his nephew the letter quoted in the Biography above. Löwenthal published in his collection, besides the Rousseau game, the two games which the boy won against him in May 1850 ; a game won against his uncle, possibly in 1850 ; another win against the same opponent in 1856, and two against Judge Meek in 1855. The remaining examples in this section appeared first in various quarters, but were all collected in Lange's third edition. Game CLVII was played at the beginning of the year in which Morphy made his dazzling entrance into public chess, and may be considered as out of place in this section ; in which, however, it is included for convenience in classification. A few games in which Morphy conceded odds before becoming famous will be found in Part V.

It is unnecessary to dwell upon the genius displayed by Paul Morphy in mere childhood. If any one doubts it, let him refer to the two games against Löwenthal. Even if that master was not in good health at the time of his visit to New Orleans, nothing can alter the fact that his opponent of not yet thirteen played beautiful chess against him.

GAME CXLI

New Orleans, Spring, 1849

EVANS GAMBIT

White : PAUL MORPHY 1 P—K4 2 Kt—KB3	Black : ALONZO MORPHY P—K4 Kt—QB3
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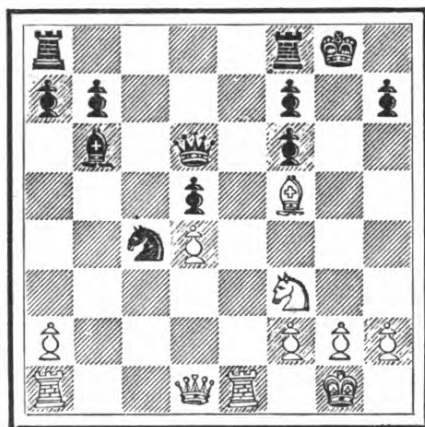
3 B—B4 4 P—QKt4 5 P—B3 6 P—Q4 7 P×P 8 Castles 9 B—Q3 10 Kt—B3 11 B—R3 12 P—K5	B—B4 B×P B—B4 P×P B—Kt3 Kt—R4 Kt—K2 Castles P—Q3 B—KB4
--	---

13 P × P P × P
14 Kt—K4 P—Q4

The younger Morphy takes excellent advantage of his father's mistake. 14... B × Kt was right here.

15 Kt—B6ch P × Kt
16 B × Kt Q × B
17 B × B Kt—B5
18 R—K1 Q—Q3

White to make his 19th move



19 Kt—K5

Although there was a simpler continuation in 19 Kt—R4, Q—B5; 20 Q—R5, etc., the text-move is true Morphy, in the bud.

20 Q—Kt4ch P × Kt
21 Q—R5 K—R1
22 Q—Kt4ch K—Kt2

If Q × RPch, Black escapes with a piece to the good.

23 Q—R5 K—R1 ?
24 R × P P—KR3
 Kt × R

It was unwise of Black to accept the offer of the Exchange, which lets him in for a very powerful attack,

25 P × Kt Q—QB3
26 P—K6 K—Kt2
27 P—Kt4 Q—B6

Unsuspecting of the pretty, though unsound, reply awaiting him. 27... QR—K1 is simpler. If then 28 P—Kt5, R × P. And if 28 R—K1, Q—B6.

28 P—Kt5 ! ? Q × Rch
29 K—Kt2 Q—B3 ?

Had Black now played K—Kt1, the flaw in White's combination would have been revealed.

30 P × Qch K × P
31 P × P R × P
32 Q—Kt6ch K—K2
33 Q—K6ch K—B1
34 Q × Pch R—Kt2ch
35 B—Kt6 K—Kt1
36 P—KR4 P—Q5
37 P—R5 P—Q6
38 Q—Kt5 R—Q1
39 P—R6 P—Q7
40 Q—B6

Maroczy points out a win also with B—R7ch.

 KR—Q2
41 B—B5 P—Q8(Q)

The game could be prolonged with 41... R—KB1; 42 B—K6ch, K—R2; 43 Q × R, K—Kt3; 44 B—B5ch, K—Kt4; 45 P—B4ch, K—R4; 46 Q—KKt8.

42 P—R7ch R × P
43 B—K6ch R—B2
44 B × Rch K—R2

White mates in 2.

GAME CXLII

New Orleans, 1849

EVANS GAMBIT

White : Black :

PAUL MORPHY ALONZO MORPHY

- 1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 B—B4 B—B4
 4 P—QKt4 B×P
 5 P—B3 B—B4
 6 P—Q4 P×P
 7 P×P B—Kt3
 8 Castles Kt—R4
 9 B—Q3 P—Q4

Inferior to his move in the previous game ; and also to P—Q3.

- 10 P×P Q×P
 11 B—R3 B—K3
 12 Kt—B3 Q—Q2
 13 P—Q5! B×P?
 14 Kt×B Q×Kt
 15 B—Kt5~~ch~~ Q×B
 16 R—K1~~ch~~ Kt—K2
 17 R—Kt1 Q—R3
 18 R×Kt~~ch~~ K—B1
 19 Q—Q5 Q—B5
 20 R×P~~dbl.ch~~ K—Kt1
 21 R—B8~~dbl.ch~~, mate

GAME CXLIII

New Orleans, June 22, 1849

GIUOCO PIANO

White : Black :

PAUL MORPHY ERNEST MORPHY

- 1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 B—B4 B—B4

- 4 P—B3 P—Q3
 5 Castles Kt—B3
 6 P—Q4 P×P
 7 P×P B—Kt3
 8 P—KR3 P—KR3
 9 Kt—B3 Castles
 10 B—K3 R—K1

Black misses a chance here of 10.. KKt×P; 11 Kt×Kt, P—Q4—to prevent which White should have played 10 B—Kt3.

- 11 P—Q5 B×B?
 12 P×Kt B—Kt3
 13 P—K5 QP×P
 14 Q—Kt3 R—K2?
 15 B×P~~ch~~ R×B
 16 Kt×P Q—K1
 17 P×P B×KtP
 18 QR—K1 B—R3

Black's best course is 18.. Kt—K5; 19 Kt×R, Q×Kt; 20 Q×Q~~ch~~, K×Q; 21 Kt×Kt, B—R3.

- 19 Kt—Kt6 Q—Q1
 20 R—K7, and wins

M.L. states, on the authority of "Dr. Ford," an eye-witness of the game, that it was played by Paul Morphy *blindfolded*, on his 12th birthday. The account of the performance is circumstantial, but it would be satisfactory to have confirmation, especially as the game is not included in the blindfold section in the collection made by Löwenthal under Morphy's supervision. (*See also* the introductory remarks to Part III above.) From the game one would rather imagine that it was Ernest Morphy who was blindfolded, as he plays much below his usual strength.

GAME CXLIV

New Orleans, Oct. 28, 1849

IRREGULAR DEFENCE

White :

Black :

MORPHY

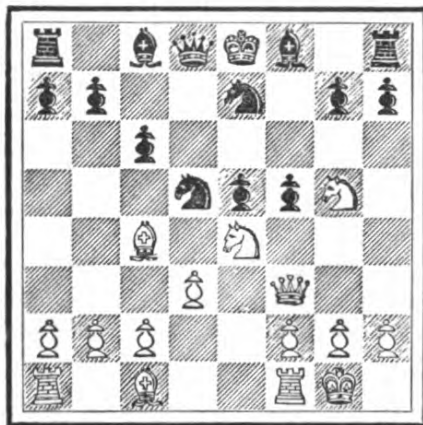
ROUSSEAU *

- | | |
|----------|--------|
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—B4 | P—B4 ? |

Cp. Game CXXIX.

- | | |
|-------------|--------|
| 4 P—Q3 | Kt—B3 |
| 5 Castles | P—Q3 |
| 6 Kt—Kt5 | P—Q4 |
| 7 P×QP | Kt×P |
| 8 Kt—QB3 | QKt—K2 |
| 9 Q—B3 | P—B3 |
| 10 QKt—K4 ! | |

Position after White's 10th move



P×Kt

* Eugène Rousseau, *b.* France but settled in New Orleans, where he had the reputation of being a very strong player. In Paris he is said to have lost by a small balance only in over 100 level games with Kieseritzky. Later, in 1867, he competed in the Paris tournament, but took last place, though winning games against Winawer and Rivière.

If Black declines the offer, he suffers equally from the effects of his bad defence. *E.g.* 10..P—KR3 is answered by 11 Q—R5ch, P—Kt3; 12 B×Kt, BP×Kt; 13 B—B7ch, K—Q2; 14 Q—Kt4ch, K—B2; 15 Q×P, P×Kt; 16 Q×Pch, etc. Again, 10..Kt—KKt3 fails, because of 11 Q—R5, P×Kt; 12 Kt×RP, Kt—K2; 13 B—KKt5, B—B4; 14 P×P, etc.

- | | |
|------------------|-------|
| 11 Q—B7ch | K—Q2 |
| 12 Q—K6ch | K—B2 |
| 13 Q×Pch | Q—Q3 |
| 14 Q×Qch | K×Q |
| 15 Kt—B7ch | K—K3 |
| 16 Kt×R | P×P |
| 17 P×P | K—B3 |
| 18 P—QKt4 | B—K3 |
| 19 R—K1 | B—Kt1 |
| 20 B—Kt2ch | K—Kt4 |
| 21 R—K5ch | K—R3 |
| 22 B—B1ch | P—Kt4 |
| 23 R×P, and wins | |

Morphy is said to have played over 50 games with Rousseau in 1849–50, winning nine-tenths of them. Unfortunately, this is the only one which has been preserved.

GAME CXLV

New Orleans, 1849

KIESERITZKY GAMBIT

White :

Black :

MORPHY

McCONNELL *

- | | |
|---------|------|
| 1 P—K4 | P—K4 |
| 2 P—KB4 | P×P |

* James McConnell, described in the New Orleans *Times Democrat* in 1884 as "that veteran of New Orleans, indeed of Southern chess"; *b.* Louisiana, 1829; *d.* 1894.

O

3 Kt—KB3 P—KKt4
 4 P—KR4 P—Kt5
 5 Kt—K5 P—KR4

The Classical Defence, very rarely seen in modern times. Morphy makes the best reply.

6 B—B4 R—R2
 7 P—Q4 P—Q3
 8 Kt—Q3

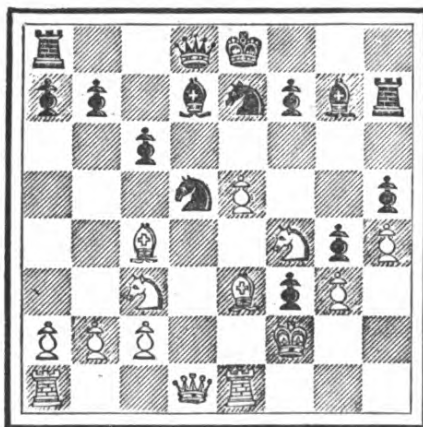
Here Kieseritzky, in a game with Anderssen, ctd. 8 Kt×BP, R×Kt; 9 B×Rch, K×B; 10 B×P. Morphy proceeds on more orthodox lines, as laid down, for instance, by Staunton.

P—B6
 9 P—KKt3 Kt—KB3

Inferior to P—Q4.

10 Kt—B4 B—Q2
 11 Kt—B3 Kt—B3
 12 B—K3 Kt—K2
 13 K—B2! P—B3
 14 R—K1 B—Kt2
 15 P—K5 QP×P
 16 QP×P KKt—Q4

White to make his 17th move



17 B×Kt P×B
 18 B—B5! B—QB3

19 P—Kt4

An essential part of the combination, preventing 21...Q—B4ch.

P—Kt3
 20 B×Kt Q×B
 21 KKt×QP Q—Kt2
 22 Kt—B6ch B×Kt
 23 P×Bdis.ch K—B1
 24 Q—Q6ch K—Kt1
 25 R—K7 Q—B1
 26 R—B7 Q—B4
 27 Q×B Q×Pch
 28 K—K3 R—Q1
 29 R—Q1 Resigns

GAME CXLVI

New Orleans, May 22, 1850

PETROFF'S DEFENCE

White :	Black :
MORPHY	LÖWENTHAL
1 P—K4	P—K4
2 Kt—KB3	Kt—KB3
3 Kt×P	P—Q3
4 Kt—KB3	Kt×P
5 Q—K2	

A move not to be found in Morphy's later games. It might lead to a rapid exchange of Queens and a dull game, if either side were so inclined.

Q—K2
 6 P—Q3 Kt—KB3
 7 Kt—B3 B—K3
 8 B—Kt5 P—KR3
 9 B×Kt Q×B
 10 P—Q4 P—B3
 11 Castles

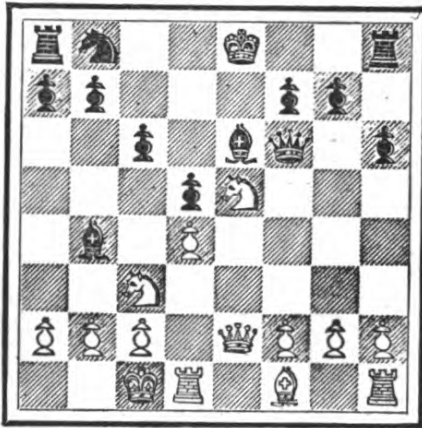
If 11 P—Q5, P×P; 12 Kt×P (12 Castles, B—K2; 13 Q—Kt5ch, Kt—Q2; 14 Q×KtP, R—QKt1!), Q×P; 13 R—Q1, K—Q2; 14 Q—

B4, Kt—B3; 15 B—K2, B×Kt; 16 R×B, White has good compensation for his Pawn. But Morphy's procedure is sound and scientific.

P—Q4
12 Kt—K5 B—QKt5

Now follows a very interesting combination.

White to make his 13th move



13 QKt×P B×Kt
14 Kt—Kt6*dis.ch* Q—K3
15 Kt×R Q×Q
16 B×Q K—B1
17 P—QR3 B—Q3
18 B—Q3 K—Kt1?

Black had winning chances with B×KtP; for the open file would profit White little.

19 Kt×P K×Kt
20 P—KB3 P—QKt4
21 B—K4 Kt—Q2
22 QR—K1 Kt—B3
23 QR—K2 R—K1
24 B×B*ch* P×B
25 R×R Kt×R
26 P—KKt3 P—Kt4
27 K—Q2 Kt—Kt2
28 R—R1

White begins an admirable series of Rook moves.

P—QR4
29 K—Q3 K—K3
30 P—QR4 P—QKt5
31 P—QB4! B—B2
32 R—K1*ch* K—Q3
33 R—K5 P×P*ch*
34 K×P Kt—K3
35 R—Kt5 Kt—B1
36 R—Q5*ch* K—K3

If K—B3, 37 R—KB5, Kt—Q2
38 R—B7, etc.

37 R—QB5 K—Q3
38 P—Q5 K—Q2
39 R—B6 B—Q3
40 R—R6 Kt—Kt3
41 R×P Kt—K4*ch*
42 K—Kt5 P—Kt6

If Kt×P, then 43 R—R7*ch*, B—B2;
44 K×P, Kt×P; 45 K—B5, and wins.

43 R—R7*ch* K—Q1
44 P—B4 P×P
45 P×P Kt—Q6
46 K—B4 Kt×BP
47 R—R7 B—K4
48 R×P B×P
49 K×P B—Kt2
50 R—R7 B—K4
51 P—R5 Kt×P
52 R—R5 B×P
53 R×Kt*ch* K—B1
54 R—QKt5 K—B2
55 K—B4 K—B3
56 R—R5

56 P—R6, B—Kt8; 57 R—Kt7
won straight off.

B—Kt8
57 R—R6*ch*? K—Kt2

And a few moves later the game was drawn.

Morphy could still have won on his 57th move, either by playing his Rook back to QKt5 or by R—R7, followed by the advance of the Pawn. He was unlucky in throwing away, at the very end, the due reward for a wonderfully well-played game—an unprecedented performance for a boy not yet thirteen.

Löwenthal states that he took this game from the MS. record made of it by Ernest Morphy at the time when it was played.

GAME CXLVII

New Orleans, May 25, 1850

SICILIAN DEFENCE

White :	Black :
MORPHY	LÖWENTHAL
1 P—K4	P—QB4
2 P—KB4	P—K3
3 Kt—KB3	P—Q4
4 P×P	P×P
5 P—Q4	B—KKt5

Morphy has adopted an uncommon development (2 P—KB4) against the Sicilian and continued it in still more uncommon way (4 P—K5 being "book" in those days). But now Löwenthal makes an injudicious move, or rather two injudicious moves, since he brings the opposing KB into a strong position. 5.. Kt—QB3 is the right move.

6 B—K2	B×Kt
7 B×B	Kt—KB3
8 Castles	B—K2

8..P×P; 9 Q×P, Kt—B3 is much better.

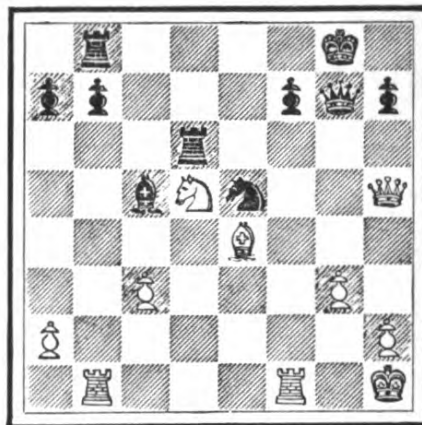
9 B—K3	P×P
10 QB×P	Castles
11 Kt—B3	Kt—B3

12 B×Kt	B×B
13 Kt×P	B×P
14 R—Kt1	B—Q5ch
15 K—R1	R—QKt1
16 P—B3	B—B4
17 P—B5	Q—R5?

In later years Löwenthal would have recognized that Morphy's Pawn advance meant mischief and would have played P—B3.

18 P—Kt3	Q—Kt4
19 P—B6	Kt—K4
20 P×P	KR—Q1
21 B—K4	Q×P(Kt7)
22 Q—R5	R—Q3

White to make his 23rd move



23 B×Pch	K—B1
----------	------

If Q×B, 24 Kt—K7ch, K—R1; 25 Q×Ktch, etc.

24 B—K4	R—KR3
25 Q—B5	Q×P
26 R—Kt2	R—K1
27 Kt—B6	R—K3
28 R—Kt2	

White's excellent play has secured him a win anyhow. But he misses here the best continuation, Q×R.

Q × Rch

J.L. suggests that KR × Kt might be better. But even then 29 R × Q, R × Q; 30 R × R leaves Black little hope.

29 B × Q	KR × Kt
30 Q × KR	R × Q
31 R × R	Kt—Kt5
32 R—B5	P—Kt3
33 B—Q5	Kt—R3
34 R—B6	K—Kt2
35 R—B6	P—R4
36 R—B7	K—Kt3
37 K—Kt2	P—B3
38 K—B3	Kt—B4
39 B—K4	K—Kt4
40 B × Kt	K × B
41 P—KR4	K—Kt3
42 R—B6	K—R4
43 K—Kt3	P—B4
44 R—B6	P—B5ch
45 K × P	B—B7
46 K—K4	B—B4
47 R—B5ch	K × P
48 R × B	P × R
49 K—Q5, and wins	

Morphy's play here, as in the previous game, is astonishingly mature.

GAME CXLVIII*New Orleans, 1850***FRENCH DEFENCE**

White :	Black :
McCONNELL	MORPHY
1 P—K4	P—K3
2 P—Q4	P—Q4
3 P—K5	P—QB4
4 P—QB3	Kt—QB3
5 P—KB4 ?	Q—Kt3
6 Kt—B3	B—Q2

7 P—QR3 ?	Kt—R3
8 P—QKt4	P × QP
9 P × P	R—B1
10 B—Kt2	Kt—B4
11 Q—Q3	

Giving Morphy his chance of a sacrifice; but White was lost in any case.

	B × Pch
12 P × B	Kt × KtP
13 Q—Q2	R—B7
14 Q—Q1	Kt—K6

White resigns.

This game is the only recorded instance of Morphy playing the French Defence—though he followed its lines sometimes when conceding Pawn and move. *See e.g., Games XXXVI-XXXIX.*

GAME CXLIX*New Orleans, ? 1850***EVANS GAMBIT**

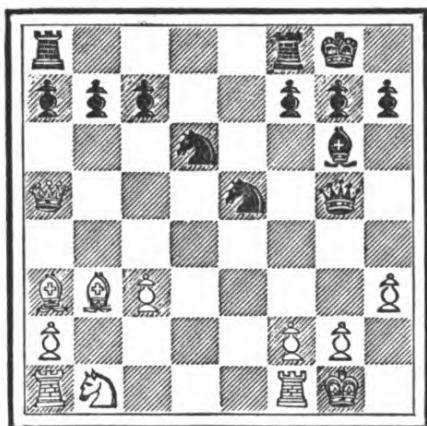
White :	Black :
McCONNELL	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B × P
5 P—B3	B—R4
6 Castles	Kt—B3
7 P—Q4	Castles
8 P × P	KKt × P
9 B—R3	

9 B—Q5 is the usual and the better move.

	P—Q3
10 P × P	Kt × QP
11 B—Kt3	B—KKt5
12 P—R3	B—R4
13 Q—Q5	B—KKt3

14 Kt—K5 Kt × Kt
15 Q × B Q—Kt4

Position after Black's 15th move



16 K—R1

White is threatened with the loss of his Queen; and if he plays Q × BP, then 16..B—K5 wins for Black.

	B—K5
17 P—B3	B × P!
18 P × B	Q—Kt6
19 Kt—Q2	Kt—B4
20 QR—K1	Q × RPch
21 K—Kt1	KR—K1
22 R—B2	Q—Kt6ch

22 ..Kt—Kt6; 23 R—R2, Kt × Pch; 24 Kt × Kt, R × Rch; 25 Kt × R, Q—B8 mate was a more elegant finish (Maroczy).

23 K—B1	Kt—Q6
24 R × Rch	R × R
25 B × Pch	K—R1

White resigns.

GAME CL

New Orleans, ? 1850

EVANS GAMBIT

White :	Black :
PAUL MORPHY	ERNEST MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B × P
5 P—B3	B—R4
6 P—Q4	P × P
7 Castles	B × P

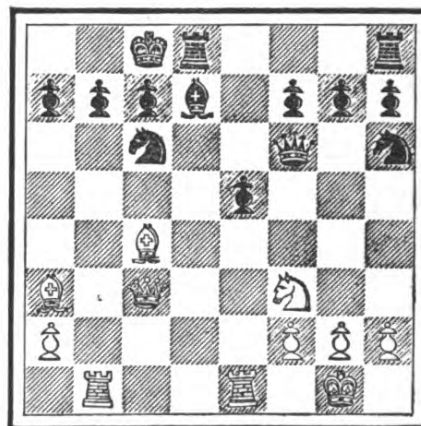
This is worse than the Compromised Defence, developing White more quickly.

8 Kt × B	P × Kt
9 B—R3	

Morphy preferred this to 9 Kt—Kt5, the move given in an analysis of the variation in the Berlin *Schachzeitung*, 1851, p. 63.

	P—Q3
10 Q—Kt3	Kt—R3
11 Q × P	Q—B3
12 P—K5!	P × P
13 KR—K1	B—Q2
14 QR—Kt1	Castles QR

White to make his 15th move



15 B—R6! Kt—R4

If P×B, 16 Q—Kt3 forces the win. *E.g.* 16..B—K3; 17 Q—Kt7ch, K—Q2; 18 QR—Q1ch, Kt—Q5; 19 Kt×Pch, K—K1; 20 R×Kt, R×R; 21 Q—B6ch, K—Q1; 22 Q—R8ch, B—B1; 23 Kt—B6ch, K—Q2; 24 Kt—Kt8ch, K—Q1; 25 B—K7ch, Q×B; 26 Kt—B6ch, etc. This is the most favourable variation for Black.

16 KR—QB1	B—B3
17 Q×Kt	P×B
18 Q×RPch	K—Q2
19 R×B	Q—B4
20 R×Pch	K—K1
21 Q—B6ch	Q—Q2
22 R—Kt8	Q×Q
23 R—K7ch	K—B1
24 R×Rch	Q—K1
25 R×Q mate	

The notes on this game in *J.L.* seem to imply that it is of later date than 1850, the year to which it is usually assigned.

GAME CLI

New Orleans, 1854

GIUOCO PIANO (EVANS GAMBIT)

White :	Black :
ERNEST MORPHY	PAUL MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 Castles	Kt—B3
5 P—QKt4	B×P
6 P—B3	B—Q3

The young Morphy is said to have taken a leaf out of Kieseritzky's book in making this move. Pills-

bury twice played it in the Hastings Tournament, 1895. Against Schiffers the position stood as here (by transposition), the game continuing 7 R—K1, B—K2; 8 P—Q4, P—Q3. In Bird-Pillsbury 4 Castles, Kt—B3 had not been played, and the continuation was 6 P—Q4, Kt—B3; 7 Kt—Kt5, Castles.

7 P—Q4 Q—K2

7..P—KR3 is safer, keeping out both Bishop and Knight.

8 B—KKt5	Castles
9 R—K1	P—QR3
10 Q—B2	P—R3
11 B×Kt	Q×B
12 QKt—Q2	P—KKt4

12..P×P is much stronger. The advance of the K side Pawns turns out badly.

13 P×P	B×P
14 QR—B1	P—Kt5?
15 Kt×B	Kt×Kt
16 B—Kt3	P—KR4
17 R—K3	P—R5
18 R—B1	K—Kt2
19 P—KB4	Q—QKt3
20 QR—K1	Kt—Kt3
21 P—Kt3	P×P
22 P×P	R—R1
23 Kt—B4	Q—B4
24 P—K5	P—Kt4
25 Kt—Q2	R—R6
26 Kt—K4	Q—Kt3
27 B×P!	B—Kt2
28 Kt—B2	Kt×BP
29 Q—B5	R—KB1

The game, which was recorded no further, ended in a draw, Ernest Morphy apparently missing 30 P—K6 by which he had a win, as he afterwards rightly claimed.

GAME CLII*obile, March 1, 1855***VANS GAMBIT**

White :	Black :
MORPHY	DR. AYERS

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—R4
6 P—Q4	P—Q3
7 Q—Kt3	

7 Castles is the book move ; but Morphy is out for an immediate attack. Black's best reply is Q—Q2.

	Q—K2
8 P—Q5	Kt—Q5
9 B—Kt5ch	P—B3
10 Kt×Kt	P×Kt
11 QP×P	Q×Pch
12 K—Q1	B—Kt5ch
13 P—B3	B×Pch
14 P×B	Q×Pch
15 K—B2	Q—K5ch
16 K—Kt2	B×Pch

16..P×P; 17 R—K1 (17 R—Q1, Kt—K2; 18 B—Q3, Q—R5), Q×R; 18 B×Pch, K—K2; 19 B×R, Kt—B3 is given by Maroczy as best for Black.

17 Kt×B	P×Ktch
18 Q×P	Castles
19 R—K1	Q—Q4
20 P×Pch	K×P
21 R—QKt1	Kt—B3
22 B—B6ch	Q×B
23 K—R1dis.ch	K—B2
24 Q—R5ch	K—B1
25 Q×P	Kt—Q2
26 B—Q2	Resigns

GAME CLIII*Mobile, March 1, 1855***KING'S KNIGHT'S GAMBIT**

White :	Black :
MORPHY	MEEK

1 P—K4	P—K4
2 P—KB4	P×P
3 Kt—KB3	P—KKt4
4 B—B4	B—Kt2
5 P—KR4	P—Kt5

P—KR3 is the correct move.

6 Kt—Kt5	Kt—KR3
7 P—Q4	P—KB3
8 B×P	P×Kt

Cp. Game CXXXIV, second note.

9 B×KtP	B—B3
10 Q—Q2!	B×B
11 P×B	Kt—B2
12 B×Ktch	K×B
13 Q—B4ch	K—Kt1
14 Castles	Q—K2
15 Kt—B3	P—B3
16 QR—K1	P—Q3
17 Kt—Q5	P×Kt
18 P×P, and wins	

GAME CLIV*Mobile, March 1, 1855***SCOTCH GAMBIT**

White :	Black :
MEEK	MORPHY

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 P—Q4	P×P
4 B—QB4	B—B4
5 Kt—Kt5	

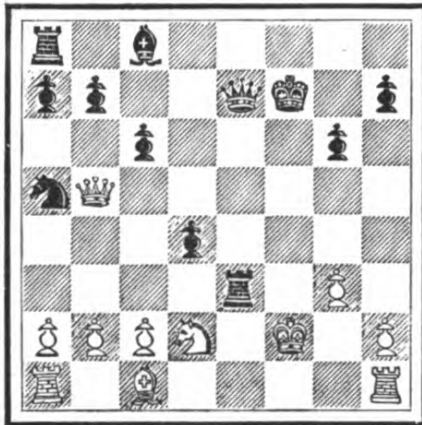
A mode of attack condemned by *J.L.* as "comparatively obsolete" even in his time. P—B3 is the move. With the opening here cp. Game CLIX and, up to this point, next game.

	Kt—R3
6 Kt × BP	Kt × Kt
7 B × Ktch	K × B
8 Q—R5ch	P—Kt3
9 Q × B	P—Q3

P—Q4, a move attributed to Cochrane and Schumoff, is better, taking over the attack at once.

10 Q—QKt5	R—K1
11 Q—Kt3ch ?	P—Q4
12 P—KB3 ?	Kt—R4
13 Q—Q3	P × P
14 P × P	Q—R5ch
15 P—Kt3	R × Pch
16 K—B2	Q—K2
17 Kt—Q2	R—K6
18 Q—Kt5	P—B3

Position after Black's 18th move



19 Q—B1

If Q × Kt, Black mates in 3.

	B—R6
20 Q—Q1	R—KB1
21 Kt—B3	K—K1, and wins

GAME CLV

New Orleans, 1855

SCOTCH GAMBIT

White :	Black :
MEEK	MORPHY

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 P—Q4	P × P
4 B—QB4	B—B4
5 Kt—Kt5	Kt—R3
6 Castles	

6 Q—R5 is the best continuation—better than 6 Kt—BP, as played by Meek in the preceding game. Against the slow text-move Black's P—Q3 is as effective as in other variations of the Scotch, *e.g.* in the 4 B—QB4, B—B4 ; 5 Castles, P—Q3 variation, where P—Q3 is attributed to Paulsen.

	P—Q3
7 P—QB3	Castles
8 P × P	B × P
9 Kt—QB3	Kt—KKt5
10 P—KR3	KKt—K4
11 Q—R5	P—KR3
12 Kt × P ?	Kt × Kt
13 Q—Kt6	Kt—K4
14 B × Ktch	R × B
15 Q—Kt3	R—B3
16 Kt—Q5	R—Kt3
17 Q—Kt3	B—K3
18 Q × P	B × KRP !
19 Kt—K7ch	Q × Kt
20 Q × Rch	K—R2
21 K—R2	

If P—KKt3, Black mates in 4 with 21 R × Pch, etc.

	R × Pch
22 K × B	Q—K3ch

23 K × R Q—Kt5ch
 24 K—R1 Q—R6ch
 25 K—Kt1 Kt—B6ch
 mate

GAME CLVI*New Orleans, Nov. 1856***RUY LOPEZ**

White :	Black :
PAUL MORPHY	ERNEST MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	B—B4
4 P—B3	Q—K2
5 Castles	

Cp. Game XXVIII up to this point

	Kt—B3
6 P—Q4	B—Kt3
7 B—Kt5	P—KR3
8 QB × Kt	P × B

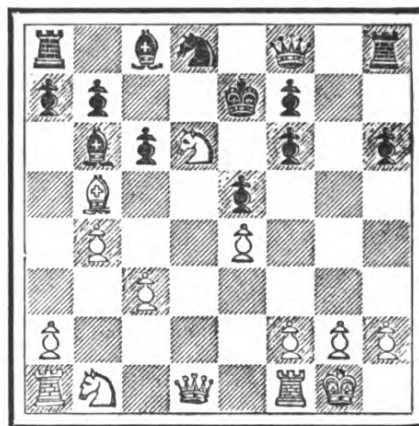
Black cannot escape from the effects of his bad opening, for if Q × B, then 9 B × Kt, QP × B ; 10 Kt × P.

9 P—Q5	Kt—Q1
10 Kt—R4	P—B3

So far the game has followed Löwenthal-Harrwitz, 3rd match game. But Harrwitz played 10.. Q—B4.

11 Kt—B5	Q—B4
12 P—QKt4	Q—B1
13 P × P	QP × P
14 Kt—Q6ch	K—K2

Position after Black's 14th move



15 Q—Q3!	P × B
16 Kt × Bch	R × Kt
17 R—Q1	Q—Kt2

17.. B—Q5 was the only move to prolong the game.

18 Q—Q7ch	K—B1
19 Q × R, and wins	

GAME CLVII*New Orleans, Jan. 30, 1857***EVANS GAMBIT**

White :	Black :
MORPHY	MEEK
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B × KtP
5 P—B3	B—R4
6 Castles	Kt—B3
7 P—Q4	Kt × KP

6.. P—Q3 is better here ; and next move Black should have castled.

8 B—R3 P—Q3
9 P—Q5 Kt × QBP

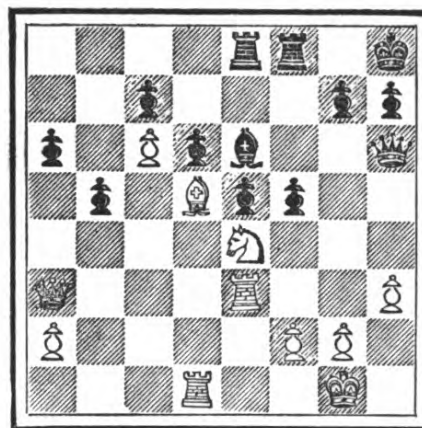
Another error, which enables White to get a piece against three Pawns. The other Kt must retire to K2, after which 10 Q—R4*ch*, P—B3; 11 P × P, Castles; 12 B × P*ch*, R × B; 13 Q × Kt, Kt × P; 14 R—Q1, B—B2; 15 Q—Q5, Q—B3 left White no special game (*M.L.*).

10 Kt × Kt	B × Kt
11 R—B1	B—QKt5
12 B × B	Kt × B
13 Q—R4 <i>ch</i>	Kt—B3
14 P × Kt	P—QKt3
15 QR—Q1	Q—B3
16 KR—K1	P—QR3
17 Q—R3	Castles
18 Q—Kt3	P—QKt4
19 B—Q5	B—Kt5 ?
20 P—KR3	B—K3

20.. B × Kt is worse still.

21 R—K3	QR—K1
22 Kt—Q2	Q—R3
23 Kt—K4	K—R1
24 Q—R3	P—B4

White to make his 25th move



25 B × B	R × B
26 Kt × P	

The win is now neatly forced by a series of exchanges.

	R × Kt
27 KR—Q3	KR—Q1
28 R × R	R × R
29 R × R	P × R
30 P—B7	Q—K3
31 Q × QP	Q—B1
32 Q—Q8 <i>ch</i>	Q × Q
33 P × Q(Q), mate	

SECTION II

NEW YORK, 1857

THE games in this section were played by Morphy during his stay in New York at the time of the American Chess Congress, and were all played before or during the progress of the tournament ; since after his victory, as has been said in the Biography, Morphy declined to meet his fellow countrymen on level terms. (The games played at odds in New York, as also those played in New Orleans between his return home and his departure for Europe, will be found in Part V.) How far Morphy was justified in taking up this attitude may be judged from the figures already given, which show that of the 95 level games played by him in New York, including tournament games but excluding four blindfold and one consultation game, he won 84, drew 7, and lost only 4. The losses were one each to Stanley (against 12 wins), to Schulten (against 23 wins), to Hammond (against 7 wins), and to Paulsen (against 8 wins). Paulsen's success is Game XIII above, Stanley's Game CLXXVII below ; the records of the other two games have not survived.

Special attention may be called to Games CLXI, CLXVIII, CLXX, and CLXXIX.

GAME CLVII

KIESERITZKY GAMBIT

White :	Black :
ELKIN *	MORPHY
1 P—K4	P—K4
2 P—KB4	P×P
3 Kt—KB3	P—KKt4
4 P—KR4	P—Kt5

* Lewis Elkin. There exists a photograph of Morphy playing chess with him at Philadelphia in October 1859, which is reproduced in Maroczy's "Paul Morphy," p. 312.

5 Kt—K5 Kt—KB3

Considered inferior to the Paulsen Defence, 5..B—Kt2 (followed by 6 P—Q4, Kt—KB3 ; 7 B—B4, P—Q4 ; 8 P×P, Castles), into which, however, it can transpose by 6 B—B4, P—Q4 ; 7 P×P, B—Kt2 !

6 B—B4	P—Q4
7 P×P	B—Q3
8 P—Q4	Kt—R4

See note on Game CCXXV.

9 Q—Q2

This and White's two succeeding

moves are more original than sound. 9 Castles was usual. Morphy introduced 9 Kt—QB3, for which see Games CXC and CCVII.

	Q—K2
10 K—Q1	Castles
11 Q—K1	R—K1
12 Kt—Q3	Q—Q1
13 Q—B3	P—Kt6
14 Kt—Q2	B—Kt5 <i>ch</i>
15 Kt—B3	Kt—Q2
16 B—Kt5 ?	R—K2
17 B×Kt	Q×B
18 B—Q2	QR—K1
19 R—K1	B×Kt <i>ch</i>
20 P×B	Q—R6
21 Kt—K5	P—Kt7
22 B×P	Kt×B
23 Q—K3	B×Kt
24 P×B	R×P
25 Q×Kt	R×P <i>ch</i>

White resigns.

GAME CLVIII

GIUOCO PIANO

White :	Black :
HAMMOND	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—B3	Kt—B3
5 P—Q4	P×P
6 P—K5	P—Q4
7 B—Kt3 ?	Kt—K5
8 P×P	B—Kt3
9 Castles	B—Kt5
10 B—K3	Castles
11 Q—Q3	

Although White did not play the usual B—QKt5 on move 7, his

game is fair ; but here Kt—B3 is better.

	B×Kt
12 P×B	Kt—Kt4
13 Q—B5 ?	Kt×QP
14 B×QKt	B×B
15 Kt—B3	P—KKt3
16 Q—Kt4	P—KR4
17 Q—Kt2	

Q—Kt3 did not save the Pawn, for 17.. B×KP followed just the same.

	B×KP
18 Kt×P	P—QB3
19 KR—K1	KR—K1
20 P—B4	P×Kt
21 P×B	Kt—K3
22 Q×QP	Q×Q
23 B×Q	Kt—B5 !
24 B×KtP	QR—Kt1
25 B—B6	R—K3
26 B—Q7	R—K2
27 QR—Q1	QR×P
28 R—K4 ? ?	R×B

White resigns.

GAME CLIX

New York, 1857

SCOTCH GAMBIT

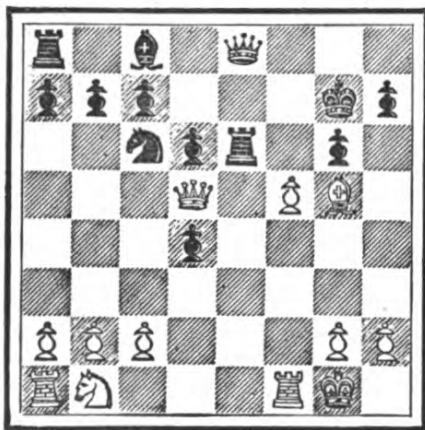
White :	Black :
H. KENNICOTT	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 P—Q4	P×P
4 B—QB4	B—B4
5 Kt—Kt5 ?	Kt—R3
6 Kt×BP	Kt×Kt
7 B×Kt <i>ch</i>	K×B
8 Q—R5 <i>ch</i>	P—Kt3
9 Q×B	P—Q3
10 Q—QKt5	R—K1

So far the game is identical with CLIV. See notes thereon.

- | | |
|------------|-------|
| 11 Castles | R × P |
| 12 Q—Q5ch | R—K3 |
| 13 B—Kt5 | Q—K1 |
| 14 P—KB4 | K—Kt2 |
| 15 P—B5 | |

White's attack, though dangerous-looking, is premature with the QKt still in, and Morphy meets it effectively. Of course, if 15..R—K4, then 16 P—B6ch, K—R1; 17 P—B7 wins.

Position after White's 15th move



- | | |
|-----------|----------|
| 16 Q × BP | P × P |
| 17 B—B6ch | R—Kt3 |
| 18 Q—B4 | K—Kt1 |
| 19 B—Kt5 | B—R6 |
| 20 Q × Q | Q—K6ch ! |
| 21 P × B | P × Q |
| 22 K—R1 | R × Bch |
| 23 R—K1 | P—K7 |
| 24 Kt—R3 | Kt—Q5 |
| | R—K1, |
| | and wins |

GAME CLX

EVANS GAMBIT

White :	Black :
MORPHY	LICHTENHEIN

- | | |
|-----------|--------|
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—B4 | B—B4 |
| 4 P—QKt4 | B × P |
| 5 P—B3 | B—B4 |
| 6 Castles | Kt—B3 |

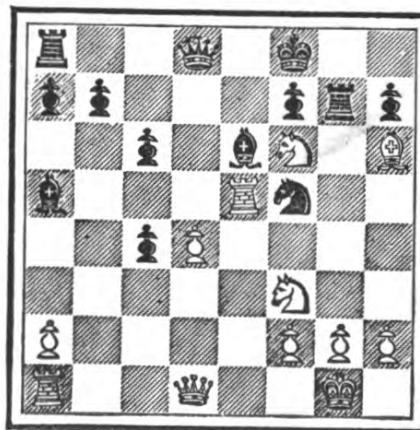
Inferior to both P—Q3 and B—Kt3. The move is only playable in the 5..B—R4 variation.

- | | |
|-----------|-------|
| 7 P—Q4 | P × P |
| 8 P × P | B—Kt3 |
| 9 P—K5 | P—Q4 |
| 10 P × Kt | P × B |
| 11 P × P | |

J.L. commends R—K1ch first, forcing B—K3, as K—B1 is bad.

- | | |
|------------|--------|
| | R—KKt1 |
| 12 R—K1ch | Kt—K2 |
| 13 B—Kt5 | B—K3 |
| 14 Kt—B3 | B—R4 |
| 15 Kt—K4 | R × P |
| 16 Kt—B6ch | K—B1 |
| 17 R—K5 | P—B3 |
| 18 B—R6 | Kt—B4 |

White to make his 19th move



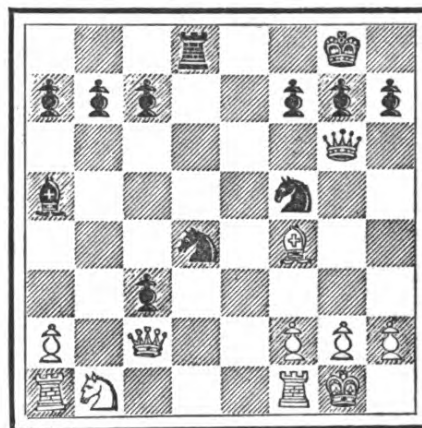
19 R×QB! P×R
 20 Kt—Kt5 K—K2
 21 B×R Kt×B
 22 Q—B3 Q×P
 23 R—Q1 B—Q7

White threatens, if the Queen goes away, R—Q7*ch* and mate next move.

24 Kt—Kt8*ch* R×Kt
 25 Q—B7*ch* K—Q1
 26 Kt—B3, and wins

14 B×R Q×Kt
 15 B—R3 P×P
 16 B—B1 Q—Kt3
 17 B—B4 R—Q1
 18 Q—B2 QKt—Q5

Position after Black's 18th move



19 Q—K4

White's game is lost anyhow. If 19 Q—Q3, Kt—Kt6 wins the Queen for the two Knights. If 19 R—Q1, Kt—K6; 20 Q×Q, Kt—K7*ch* and mate next move. And if 19 Q—R4, P—Kt4; 20 Q×B, Kt—K7*ch*; 21 K—R1, Kt×B; 22 R—Kt1 (22 P—Kt3, Q—B3*ch*; 23 P—B3, Q×P*ch*, etc.), R—Q8; 23 P—Kt3, Q—B3*ch*, etc.

Kt—Kt6!
 and wins

For if 20 Q×Q, Black obviously mates. A somewhat similar idea may be seen in a game Levitzky-Marshall, Breslau, 1912, Marshall offering his Queen in an even more startling fashion, with Kt—K7*ch* to follow.

GAME CLXI

New York, 1857

EVANS GAMBIT

White :	Black :
MARACHE *	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—R4
6 P—Q4	P×P
7 P—K5	

No improvement on the usual 7 Castles.

	P—Q4
8 P×Pi.p.	Q×P
9 Castles	KKt—K2
10 Kt—Kt5?	

B—R3, followed by R—K1, is much better.

	Castles
11 B—Q3	B—B4!
12 B×B	Kt×B
13 B—R3	Q—Kt3

* Napoleon Marache, b. Meaux, France, 1818; went to U.S. in his 12th year; first chess editor in America, 1846; also a problem-composer; d. 1875.

GAME CLXII

New York, 1857

IRREGULAR OPENING

White :	Black :
MEAD *	MORPHY
1 P—KR3	P—K4
2 P—K4	Kt—KB3
3 Kt—QB3	B—B4
4 B—B4	P—QKt4

Morphy has now an Evans, with the extra move P—KR3 thrown in for his opponent.

5 B × P	P—B3
6 B—R4	Castles
7 KKt—K2	

Kt—B3 was the best development to take advantage of his original move.

	P—Q4
8 P × P	P × P
9 P—Q4 ?	P × P
10 KKt × P	Q—Kt3
11 QKt—K2	B—R3
12 P—QB3	QB × Kt
13 K × B	

Q × B loses a piece after 13. . B × Kt ;
14 P × B, Q—Kt5*ch*.

	B × Kt
14 Q × B	Q—R3 <i>ch</i>
15 K—B3	R—B1
16 P—QKt3	Kt—K5
17 B—Kt2	

White fears 17 Q × QP, Kt × QBP, with good reason.

	Kt—QB3
18 B × Kt	R × B

* Colonel Charles Dillingham Mead, *b.* New York, 1814 ; President New York Chess Club ; *d.* 1876.

19 K—K3

Q × QP would be still worse now.

	R—K1
20 KR—K1	Kt × QBP <i>dis.</i> <i>ch</i>
21 K—B3	R—B3 <i>ch</i>
22 K—Kt3	Q—Q3 <i>ch</i>
23 P—B4	Kt—K7 <i>ch</i>
24 R × Kt	R × R
25 R—KB1	R—Kt3 <i>ch</i>
26 K—B3	KR × P

White resigns.

GAME CLXIII

New York, 1857

FRENCH DEFENCE

White :	Black :
MORPHY	MEEK
1 P—K4	P—K3
2 P—Q4	P—QB4
3 P—Q5 !	P—K4
4 P—KB4	P—Q3

Black has now given himself a fatally weak Pawn position, of which Morphy takes prompt advantage.

5 Kt—KB3	B—Kt5
6 P × P	B × Kt
7 Q × B	P × P
8 B—Kt5 <i>ch</i>	Kt—Q2
9 Kt—B3	Kt—B3
10 B—Kt5	B—K2
11 P—Q6 !	B × P
12 Castles QR, and wins	

GAME CLXIV*New York, 1857***EVANS GAMBIT**

White :	Black :
MONTGOMERY *	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—R4
6 Castles	Kt—B3
7 P—Q4	Castles
8 P—Q5 ?	Kt—K2
9 Q—B2	P—Q3
10 P—KR3	Kt—Kt3
11 B—Q3	Kt—R4
12 K—R2	KKt—B5

Black has now not only a Pawn more but the attack also.

13 R—Kt1	B—Kt3
14 B—K3	Kt—R5
15 QKt—Q2	Q—B3
16 Kt×Kt	Q×Kt
17 Kt—B3	Q—R3

Threatening 18..B×B; 19 P×B, Kt×RP.

18 B—KB1	P—KB4
19 P—Kt3	P×P
20 B×Kt	P×B
21 Kt—Q4	P—K6
22 P—B3	B×Kt
23 P×B	B—B4
24 Q—KKt2	P×Pch
25 Q×P	R—B3
26 P—B4	R—K1
27 R—K1	R—K5
28 R×P	Q×BP

* H. P. Montgomery, of Pennsylvania; d. 1870.

29 B—Q3	R×P
30 B×B	R×B
31 R—K7	R—Q7ch
32 K—R1	Q×Q
33 R×Q	R—B8ch
34 R—Kt1	R×Rch, and wins

GAME CLXV*New York, 1857***SICILIAN DEFENCE**

White :	Black :
MORPHY	F. PERRIN
1 P—K4	P—QB4
2 Kt—KB3	P—K3
3 P—Q4	P×P
4 Kt×P	Kt—QB3
5 B—K3	Kt—B3
6 B—Q3	B—Kt5ch ?

P—Q4 is the logical move. Black loses much precious time.

7 P—B3	B—R4
8 Castles	B—Kt3
9 Kt—Q2	Kt—K4 ?
10 B—K2	P—Q4
11 P—KB4	Kt—B3
12 P—K5	B×Kt
13 P×B	Kt—Q2
14 B—Q3	P—B4
15 P—KKt4	P—KKt3
16 P×P	KP×P
17 K—R1	Kt—B1
18 R—B1	Kt—K3
19 B×P	KKt×QP

If 19..P×B; 20 Q—R5ch, K—Q2; 21 Q×BP, Q—K1; 22 Q—R3, it is hard to suggest a good move for Black against the threat of 23 P—B5.

P

20 B × B R × B
21 P—B5 Kt × BP

Q—R5 is better.

22 KR × Kt ! P × R
23 Q—R5*ch* K—Q2
24 Q—B7*ch* Q—K2
25 P—K6*ch* K—Q1
26 B—Kt5, and wins

GAME CLXVI

New York, 1857

GIUOCO PIANO

White :	Black :
F. PERRIN	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—B3	Kt—B3
5 P—Q4	P × P
6 P—K5	P—Q4

This move is attributed to Anderssen. White's reply here is not good. 7 B—QKt5 has long been the standard continuation, though Black gets a good game against it also with Kt—K5. 7 B—K2 (as in Charousek-Schlechter, Nuremberg, 1896) is worth attention.

7 B—Kt3 Kt—K5
8 P × P B—Kt3

Steinitz prefers 8..B—Kt5*ch*.

9 Castles B—Kt5
10 B—K3 Castles
11 Kt—B3 Kt—K2

The best reply to White's strong 11th move. In the series of exchanges which would have followed 11..B × Kt ; 12 Q × B, White would come off with the better game.

12 P—KR3 B × Kt
13 Q × B Kt × Kt
14 P × Kt P—KB3

A strenuous attempt to avoid a draw, but White will not, of course, open the KB file. Morphy fails to make any impression on his opponent's game after 15 P—K6.

15 P—K6 ! P—B3
16 B—B1 B—B2
17 B—R3 B—Q3
18 B × B Q × B
19 KR—K1 KR—K1

Steinitz suggests 19..QR—K1, followed by P—KB4 and R—B3.

20 B—B2 Kt—Kt3
21 B × Kt P × Kt
22 Q—Kt4 P—KKt4
23 Q—B5 R—K2
24 R—K3 QR—K1
25 QR—K1 Q—B5
26 Q—Kt6

Again White refuses to be caught. Q × Q, of course, was bad. But now White gains time to protect his passed Pawn before submitting to the exchange of Queens.

 Q—R5
27 Q—B5 Q—R2
28 Q—Kt4 P—Kt3
29 P—KB4 Q—R5
30 P—B5 K—Kt2
31 Q × Q P × Q
32 P—Kt4 ! K—R3
33 R—B3 K—Kt4
34 K—B2 R—QB2
35 R—K2

Abandoned as a draw here, there being no time to play the ending out. Morphy's second game after his arrival in New York.

GAME CLXVII

New York, 1857

BISHOP'S GAMBIT

White :	Black :
RAPHAEL *	MORPHY
1 P—K4	P—K4
2 P—KB4	P×P
3 B—B4	Q—R5ch
4 K—B1	P—QKt4 ?
5 B×KtP	Kt—KB3

Threatening Kt—R4. White's reply is therefore forced.

6 Kt—KB3	Q—R3
7 Kt—B3	P—Kt4
8 P—Q4	B—KKt2
9 P—K5	Kt—R4
10 K—Kt1	B—Kt2
11 B—K2	R—Kt1

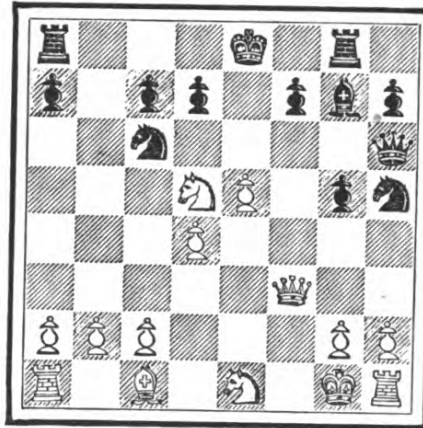
M.L. suggests 11..P—Kt5; 12 Kt—K1, P—KB4; 13P—KR3, Kt—Kt6; 14 R—R2, KB×P; 15 P×P, Q—QKt3!

12 Kt—K1	P—B6
13 KB×P	B×B
14 Q×B	Kt—QB3
15 Kt—Q5	Castles

Pretty but at the same time forced, owing to Black's poor position. The sacrifice ought not to have been so effective, had not White been greedy in move 18.

* Dr. B. I. Raphael, b. Richmond, Virginia, 1818; appeared at the American Chess Congress as representative of Kentucky, winning 4th prize; d. 1880.

Position after White's 15th move



16 Kt—K7ch	K—Kt1
17 Kt×R	R×Kt
18 Q×P?	R—KB1
19 Q—Kt3ch	K—B1
20 Kt—B3	Q—Kt3
21 P—B3	P—Kt5
22 Kt—R4	Q—Q6
23 B—Kt5	Kt—B5
24 B×Kt	R×B
25 R—K1	Q—Q7
26 Kt—B3	P×Kt,
	and wins

GAME CLXVIII

New York, 1857

EVANS GAMBIT

White :	Black :
MORPHY	SCHULTEN *
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4

* J. W. Schulten, an American but a constant visitor to Paris and well known at the Régence, where he played La Bourdonnais, St. Amant, and all the experts (see an amusing description of him by A. Delannoy, *Brentano*, June 1881); d. 1875.

- | | |
|-----------|-------|
| 4 P—QKt4 | B×P |
| 5 P—B3 | B—B4 |
| 6 Castles | P—Q3 |
| 7 P—Q4 | P×P |
| 8 P×P | B—Kt3 |
| 9 Kt—B3 | B—Kt5 |

See Game XCV, where Black plays the correct move Kt—R4.

10 B—QKt5

Better than Q—R4, which was introduced by Fraser and recommended by J.L.

B×Kt

Morphy himself liked B—Q2 here. The later analysts accept K—B1 as the right move. See Games CCXLIV and CCXLV, and especially Maroczy's suggestion, quoted in the first of these, that 10..P—QR3; 11 B—R4, K—B1 is the best line of all.

- | | |
|---------|--------|
| 11 P×B | K—B1 |
| 12 B—K3 | QKt—K2 |
| 13 K—R1 | P—QB3 |
| 14 B—R4 | P—Q4 |

Kt—B3 is better, and if then 15 P—K5, P×P; 16 P×P, KKt—Q4. Black's delay in developing his KKt is ruinous.

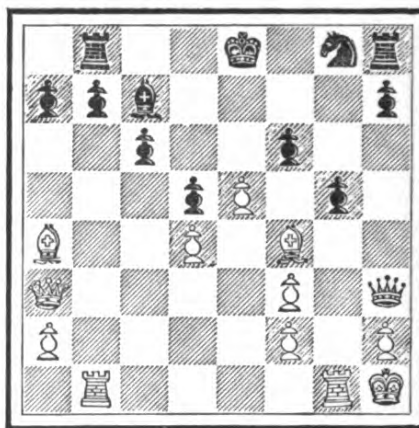
- | | |
|-----------|--------|
| 15 R—QKt1 | R—Kt1 |
| 16 Q—Q3 | B—B2 |
| 17 R—KKt1 | Kt—Kt3 |
| 18 P—K5 | Q—R5? |
| 19 B—KKt5 | Q—R6 |
| 20 Kt—K2 | P—B3 |
| 21 Kt—B4 | Kt×Kt |
| 22 B×Kt | P—KKt4 |

White threatens 23 P×P, B×B; 24 P×Pch, K—B2; 25 R—KKt2, Kt—B3; 26 P×R(Q), R×Q; 27 R×Pch.

23 Q—R3ch K—K1

If K—B2, 24 P—K6ch. If K—Kt2 or Kt—K2, 24 P×P.

Position after Black's 23rd move



- | | |
|----------|-------|
| 24 QR×P! | R×R |
| 25 B×Pch | K—B2 |
| 26 B×Pch | K—Kt3 |
| 27 Q—B8 | |

Now there are two threats of mate in 4, one beginning with Q×Pch, the other with R×Pch. Black parries both, but cannot prevent a beautiful finish to the game.

- | | |
|---------------|-------|
| | Q—Q2 |
| 28 B×R | B—Q1 |
| 29 P×P | B×P |
| 30 B—K4ch | K—R4 |
| 31 B—K3 | P—KR3 |
| 32 R—Kt3 | B—Kt2 |
| 33 Q—B7ch | Q×Q |
| 34 R—R3, mate | |

GAME CLXIX

New York, 1857

FALKBEER COUNTER GAMBIT

White : Black :

- | | |
|----------|--------|
| SCHULTEN | MORPHY |
| 1 P—K4 | P—K4 |
| 2 P—KB4 | P—Q4 |

3 P × QP P—K5
4 Kt—QB3

Analysis had not in Morphy's days revealed the strength of 4 P—Q3, Kt—KB3 ? ; 5 P × P, Kt × P ; 6 Kt—KB3 !—a line which Black can only avoid by the not very pleasing 4.. Q × P.

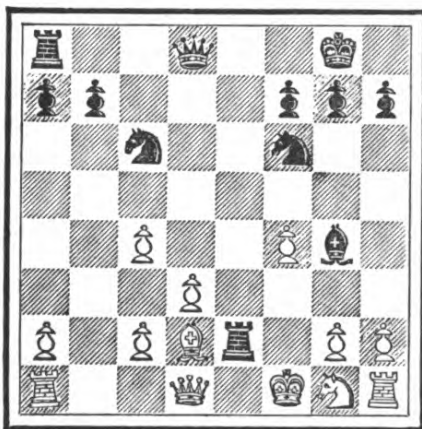
5 P—Q3 Kt—KB3
6 B—Q2 B—QKt5
 P—K6

Best. If in reply 7 Q—K2, then follows 7.. Castles ; 8 B × P, R—K1

7 B × P Castles
8 B—Q2 B × Kt
9 P × B R—K1ch
10 B—K2 B—Kt5
11 P—B4 P—B3
12 P × P Kt × P
13 K—B1 R × B

A pretty combination now follows.

Position after Black's 13th move



14 Kt × R Kt—Q5
15 Q—Kt1 B × Ktch
16 K—B2 Kt—Kt5ch
17 K—Kt1

If 17 K—K1, Q—R5ch ; 18 P—Kt3, Q—K2, etc. And if 17 K—

Kt3, Kt—B4ch ; 18 K—R3, Q—R5 mate.

18 P × Kt Kt—B6ch !
19 K—Kt2 Q—Q5ch
20 K—R3 Q—B7ch
21 K—R4 Q × BPch
 Black mates
 in 3

21..Kt—R3 or K6, followed by 22..Kt—B4ch, and also 21..Kt—B7, followed by 22..Q—R6ch, equally force the mate.

GAME CLXX

New York, 1857

RUY LOPEZ

White : Black :
MORPHY SCHULTEN

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 B—B4
4 P—B3 KKt—K2
5 Castles Castles
6 P—Q4 P × P
7 P × P B—Kt3
8 P—Q5 Kt—Kt1
9 P—Q6 ! P × P
10 B—KB4

The form of the Lopez Defence in this game is one seldom seen nowadays. Morphy claimed his 10th move as "an improvement on that given in the leading treatises of the day," viz. 10 Q × P (as in Hanstein—v. d. Lasa, Staunton's "Handbook," p. 151). It is certainly more characteristic of Morphy to develop a piece and keep his opponent on the defensive, rather than spend time in recapturing a Pawn which remains indefensible.

B—B2

11 Kt—B3	P—QR3
12 B—B4	P—QKt4
13 B—QKt3	B—Kt2
14 QB×P	B×B
15 Q×B	P—R3 ?
16 QR—Q1	Kt—B1
17 Q—B4	Kt—Kt3
18 Kt—K5	Q—B3

Black cannot otherwise save his KBP.

19 Q×Q	P×Q
20 Kt—Kt4	K—Kt2
21 Kt×KBP	B—B3
22 P—K5	P—QR4
23 R—Q3	R—R1

If P—R5, 24 R—Kt3*ch*, K—R1 ; 25 B×BP.

24 QKt—Q5	Kt—B5
25 B×Kt	P×B
26 R—Kt3 <i>ch</i>	K—B1
27 Kt—Kt6	R—QR2
28 R—Q1	B—Kt4
29 R—Q4	R—B2
30 KR—Kt4	

“Winning by force,” says Morphy. “This game has certainly no claims to brilliancy, but illustrates the difficulty of a correct defence to the Ruy Lopez game” (*A.C.M.*, March 1858, p. 86). Maroczy, however, claims the game as one of Morphy's best performances, owing to the iron precision of the moves.

GAME CLXXI

New York, 1857

BISHOP'S GAMBIT

White :	Black :
SCHULTEN	MORPHY
1 P—K4	P—K4
2 P—KB4	P×P

3 B—B4	Kt—KB3
--------	--------

Cp. Games CCXV, CCXLVIII for Morphy's use of this move.

4 Kt—QB3	B—Kt5
----------	-------

Kt—B3 is now considered better. But Morphy played the text-move again in Game CCXLVIII, Rivière replying 5 Kt—B3.

5 P—K5	P—Q4
6 P×Kt	

B—Kt5*ch* is better.

	P×B
7 P×P	R—Kt1
8 Q—K2 <i>ch</i>	B—K3
9 P—QR3 ?	B—QB4
10 Kt—B3	Kt—B3
11 Kt—K4	Kt—Q5
12 Kt×Kt	B×Kt
13 P—B3	Q—R5 <i>ch</i>
14 K—B1	

If K—Q1, Black castles QR.

	B—Kt3
15 P—Q4 ?	P×Pi.p.
16 Q×P	R—Q1
17 Q—K2	R—Q8 <i>ch</i>

White resigns.

If 18 Q×R, B—B5*ch*.

GAME CLXXII

New York, 1857

BISHOP'S GAMBIT

White :	Black :
SCHULTEN	MORPHY
1 P—K4	P—K4
2 P—KB4	P×P
3 B—B4	P—Q4

"We regard this as a good defence to the Bishop's Gambit," says Morphy (*A.C.M.*, January 1858). Later theory declares it the best defence. For Morphy's use of it cp. Games LXIV, CCXXIII.

4 P×P ? Kt—KB3

M.L. and Maroczy transpose this and Black's next move.

5 Kt—QB3 B—Q3

6 P—Q4 Castles

7 KKt—K2 ?

Kt—B3 is better. Now White's K side is broken up at once.

P—B6 !

8 P×P Kt—R4

9 P—KR4

9 B—K3 is more promising, with the possible continuation 9..R—K1 ; 10 Q—Q2, Q—K2 ; 11 Kt—K4, B—KB4 ; 12 B—Q3. This is Lasker's suggestion.

R—K1

10 Kt—K4 B—Kt6ch

Threatening if 11 K—B1, R×Kt ; 12 P×R, Q—B3ch.

11 K—Q2 B—Q3

12 K—B3

P—B3 is worth consideration.

P—QKt4

13 B×P P—QB3

14 Kt×B Q×Kt

15 B—R4

Why not B—Q3 and then P—Kt3 ?

B—R3

16 R—K1 Kt—Q2

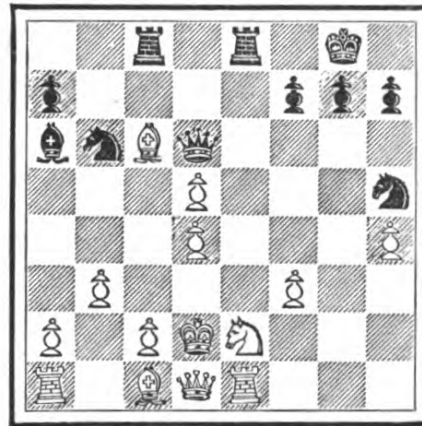
17 P—Kt3 Kt—Kt3

18 B×P QR—B1

19 K—Q2

K—Kt2 is immediately fatal because of 19..R×B ; 20 P×R, B×Kt ; 21 R×B, R×R ; 22 Q×R, Kt—R5ch ! But the text-move also leads to the same pretty finish three moves later.

Position after White's 19th move



R×B

20 P×R

B×Kt

21 R×B

Q×Pch

22 K—K1

Q—Kt8ch

23 K—Q2

R—Q1ch

24 K—B3

Q—B4ch

25 K—Kt2

Kt—R5ch

White resigns.

GAME CLXXIII

New York, 1857

EVANS GAMBIT

White :

MORPHY

Black :

SCHULTEN

1 P—K4

P—K4

2 Kt—KB3

Kt—QB3

3 B—B4

B—B4

4 P—QKt4

B×P

5 P—B3

B—B4

6 Castles

P—Q3

7 P—Q4

P×P

8 P×P B—Kt3
 9 P—Q5

Cp. Games CXXVI, CXCI, CCXII, CCXXXII, and CCXXXIII.

QKt—K2

Inferior to Kt—R4.

10 P—K5

The same strong move which he played in Games CXXVI, CCXII, and CCXXXIII. The best reply is Kt—Kt3, as played by Morphy's opponents in those games.

11 P—KR3 B—Kt5

B—Kt2 appears to be better

12 Q×B B×Kt
 13 Kt—B3 B—Q5
 14 B—Kt5*ch* B×KP
 15 B—Kt2 K—B1
 P—QB3

Kt—Kt3, followed by Q—B3, is much stronger.

16 B—Q3 Kt—B3
 17 QR—K1 B×Kt ?
 18 B×B KKt×P
 19 B—R1 P—B3 ?
 20 R—K6 Q—Q2
 21 KR—K1 P—QKt4
 22 R×Kt Kt×R
 23 QB×P Kt—Q4
 24 B—K7*dbl.ch* K—Kt1
 25 B—B5 Resigns

GAME CLXXIV

New York, 1857

GIUOCO PIANO

White : **Black :**
 STANLEY MORPHY

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 B—B4 B—B4
 4 P—B3 Kt—B3
 5 P—Q3 P—Q3
 6 P—KR3 Castles
 7 B—Kt5 B—Kt3
 8 QKt—Q2 B—K3
 9 Castles P—KR3
 10 B—R4

B—K3 is the right move. Morphy now proceeds to the K side advance which his opponent's methods invite.

11 Kt—R2 K—R1
 12 B—KKt3 P—Kt4
 13 KKt—B3 P—KR4

P—KR4 is much better. But White is apparently tired of his position and determined to sacrifice.

14 Kt×RP P—R5
 15 B×RP P×Kt
 16 Q—B3 K—Kt2
 17 Q—Kt3*ch* R—R1
 18 Q—Kt5 K—B1
 19 B×B Kt—Q2
 20 Q×Q*ch* P×B
 21 Kt—B3 Kt×Q
 22 P—KKt4 K—Kt2
 23 K—Kt2 Kt—B1
 24 B—Kt5 Kt—Kt3
 25 P—KR4 Kt—B2
 26 P×Kt Kt×B
 Kt—B5*ch*

There is now a forced mate anyhow ;
but Stanley falls into it on the
move.

27 K—Kt3 R—R6, mate

GAME CLXXV

New York, 1857

EVANS GAMBIT

White :	Black :
MORPHY	STANLEY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B × P
5 P—B3	B—R4
6 P—Q4	P × P
7 Castles	P—Q3
8 P × P	B—Kt3
9 Kt—B3	Kt—B3

Bad. Kt—R4, as in Game XCV,
is correct.

10 P—K5 P × P
11 B—R3 ! B × P

For B—Kt5 *see* Game CCIII.

12 Q—Kt3	B—K3
13 B × B	P × B
14 Q × Pch	Kt—K2
15 Kt × B	P × Kt
16 KR—K1	Kt—Kt1
17 Kt—Q5	Q—Q2
18 B × Kt	

18 Q × Qch, K × Q ; 19 Kt × Kt
would have put White a piece up.

	Q × Q
19 R × Q	K—Q2
20 QR—K1	R—K1
21 KR—K4	P—B3
22 R × P	P × Kt

23 R × Pch	K—B3
24 R—Q6ch	K—B2
25 R—B1ch	K—Kt1
26 B—R4	Kt—R3
27 B—Kt3	K—R1
28 P—KR3	Kt—B4
29 R—Q7	P—KKt3

29.. Kt × B ; 30 P × Kt, R—K7 ;
31 QR—B7 is no better for Black.
Nor yet is 29.. R—K2 ; 30 R × R,
Kt × R ; 31 R—B7, Kt—B4 ; 32
B—K5.

30 QR—B7	Kt × B
31 P × Kt	R—QKt1
32 R × RP	R × R
33 R × R	P—R4
34 P—KR4	R—Kt1
35 P—Kt4	P—QKt4
36 P—R5	P—R5
37 P—R6	P—Kt5
38 R—KKt7	R—R1
39 P—R7	P—Kt6
40 R—Kt8ch	K—Kt2
41 R × R	P—Kt7
42 R—Kt8ch	K × R
43 P—R8(Q)ch	Resigns

GAME CLXXXVI

New York, 1857

BISHOP'S GAMBIT

White :	Black :
STANLEY	MORPHY
1 P—K4	P—K4
2 P—KB4	P × P
3 B—B4	Q—R5ch
4 K—B1	P—QKt4

A move attributed to Bryan.

5 B—Kt3

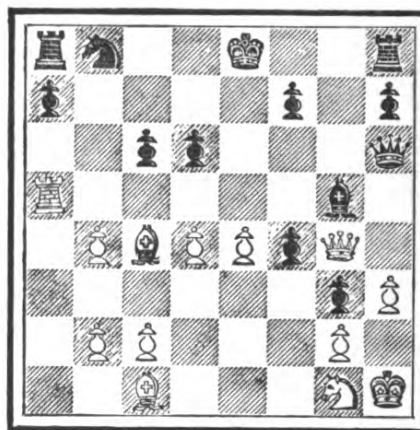
The capture is better.

Kt—KB3

Maroczy commends 5..P—QR4 ;
6 P—QR4, P—Kt5 ; 7 P—Q3, B—
R3 ; 9 Kt—KB3, Q—B3 as giving
Black much the superior game.

6 Kt—KB3	Q—R3
7 Kt—B3	P—Kt5
8 Kt—QKt5	B—R3
9 B—B4	B×Kt
10 B×B	Kt—R4
11 K—K2 ?	P—Kt4
12 Kt—K5	B—Kt2
13 Kt—Kt4	P—B6ch
14 K×P	Q—QKt3
15 Q—K2	Castles
16 B—B4	Kt—QB3
17 P—B3	K—R1
18 Q—K3	P—B4
19 Q×Q	P×Ktdbl.ch
20 K×P	Kt—B3ch, and wins

15 P—QR3 !	P—Kt4
16 P×P	P—Kt5
17 Kt—Kt1	P—Kt6
18 P—R3	B—K2
19 R—R5	B—Kt4
20 Q—Kt4, and wins	



White's position is tremendously strong, with his threats of Q—B8ch, R—KB5, etc.

Stanley's one win against 12 losses on level terms against Morphy.

GAME CLXXVII

New York, 1857

BISHOP'S GAMBIT

White :	Black :
STANLEY	MORPHY

(First 10 moves as in preceding game)

11 P—Q4 !

Far stronger than the move which he made in the previous game.

	Kt—Kt6ch
12 K—Kt1	Kt×R
13 K×Kt	P—QB3
14 B—B4	P—Q3

To prevent Kt—K5. But 14..B—Q3 also does this and prepares an escape for the Black King.

GAME CLXXVIII

New York, 1857

EVANS GAMBIT

White :	Black :
THOMPSON	MORPHY

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—R4
6 P—Q4	P×P
7 Q—Kt3	Q—B3

Morphy is defending himself against an attack (Waller's) which he liked himself to play against opponents

of whose strength—or weakness—he felt sure. Of the move Q—B3 he said that it was “decidedly better than Q—K2.”

8 Castles	P—Q3
9 P—K5	P × KP
10 P × P	

Inferior to R—K1, as in Game CCV.

	P × P
11 QKt—Q2	KKt—K2
12 B—Kt2	Castles
13 Kt—K4	Q—Kt3
14 B—Q3	B—B4
15 Kt—R4	Q—R4
16 Kt × B	Kt × Kt
17 P—B4 ?	KR—K1
18 R—B3	Kt—QKt5
19 Kt—Kt5	Kt × B
20 Q × Kt	Q—Kt3
21 R—R3	R—K6
22 Q—Kt5	R × R
23 Q × P	R—K1
24 Kt × R	B—Kt3
25 R—KB1	Kt—K6
26 P—B5	Q—Kt5
27 Kt—B2	Q—K7
28 R—Kt1	Kt—Q8 !

and wins

A pretty ending to a not very interesting game.

GAME CLXXIX

New York, 1857

EVANS GAMBIT

White : **Black :**

THOMPSON MORPHY

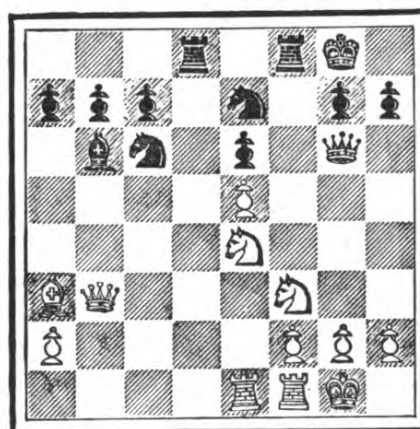
(First 8 moves as in preceding game)

9 P × P

Better than 9 P—K5.

	B—Kt3
10 P—K5	P × P
11 P × P	Q—Kt3
12 B—R3	B—K3
13 QKt—Q2	KKt—K2
14 B × B	P × B
15 QR—K1	Castles KR
16 Kt—K4	QR—Q1

Position after Black's 16th move

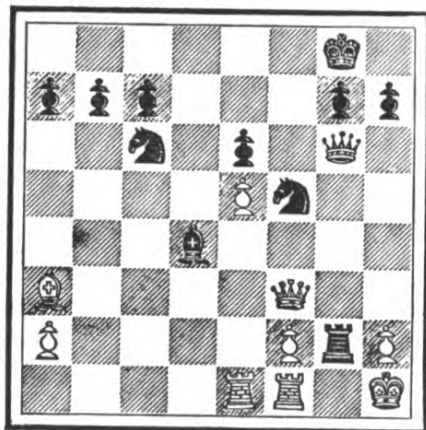


17 QKt—Kt5

A faulty combination, which gives Morphy just the opportunity he requires. The merit of Black's 16th move now appears.

	R × Kt
18 Kt × R	R—Q6
19 Q—Kt2	R × Kt
20 K—R1	B—Q5
21 Q—B1	R—B6
22 Q—Kt2	R—KKt6
23 Q—B1	R × P
24 Q—KB4	Kt—B4
25 Q—B3	

Black to make his 25th move



R × Pch

Maroczy finds this R sacrifice "highly elegant but a little artificial," when there was a simple win by R—Kt5. Morphy, however, could afford not to be simple.

26 K × R B × Pch
27 R × B

The only escape from mate or loss of the Queen.

28 Q—R3 Kt × R
29 P—B3 Kt—R5
30 K—R1 Q—B7ch
31 B—B1 Kt—B4
32 B—B4 Q—K7
33 B × P Kt—Q6
 P—K4 !

Black aims higher than winning the Exchange by Kt—B7ch.

34 K—Kt1 Kt—B5
35 Q—R2 Q—B5
36 B—Kt8

The only move to save the Bishop.

37 K—B2 Kt—K7ch
38 K—K1 Q—Q5ch
 KKt—Kt6

39 Q—R3 Q—B6ch
40 K—B2 Kt—K5ch

The culmination of a marvellous series of Knights' moves, winning the Queen by force.

41 P × Kt Q × Q
42 K × Kt Q—Kt7ch,
 and wins

GAME CLXXX

New York, 1857

EVANS GAMBIT

White : **Black :**
THOMPSON MORPHY

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—QKt4 B × P
5 P—B3 B—R4
6 P—Q4 P × P
7 Castles P—Q3
8 P × P B—Kt3
9 P—Q5 QKt—K2
10 P—K5 Kt—Kt3

A well-known game Anderssen-Steinitz in the Baden tournament, 1870, continued 10..Kt—R3; 11 Kt—B3, Castles; 12 B × Kt, P × B.

11 Kt—Kt5 ?

B—Kt2 is much better.

12 R—K1 KKt—K2
13 Q—R5 Castles
14 Kt—K4 P—KR3

And here Kt—KB3 at least makes a better fight.

15 B × P ? QKt × P
 P × B

16 Kt—B6 <i>ch</i>	K—Kt2	20 Q—Kt2	Q—B5
17 R×Kt	P×R	Q—B4 was more effective still.	
Thompson's fireworks prove to be only damp squibs.			
18 Q×KP	K—R1 !	21 Kt—K4 <i>dis.ch</i>	P—B3
Averting all danger of <i>dbl.ch</i> by discovery.			
19 B—Q3	Q—Q3	22 P—Kt3	Q—K4
		23 Q—Q2	Kt—Kt1
		24 QKt—B3	P—KB4
		25 R—K1	P×Kt
		26 R×P	R×P
		White resigns.	

SECTION III

ENGLAND, 1858-59

NONE of Morphy's off-hand games exceed in interest those which he played in England during the course of his two visits. A sufficient cause for this fact may be found in the strength of the opposition which he met in London chess circles. Barnes, Bird, Boden, and Löwenthal made up a splendid quartette; and to beat them as he did * Morphy had to exert himself seriously. Consequently the games against these four, and especially against the three first-named, rank high as examples of the master's skill. They were casual games, it is true; but Morphy would have suffered in reputation had he allowed a majority to be scored against him by any of the London star-performers in such games.

GAME CLXXXI

London, July 1858

PHILIDOR'S DEFENCE

White :	Black :
BARNES	MORPHY
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	P×P
4 Kt×P	Kt—KB3

See Game XX.

5 B—Q3	B—K2
6 Kt—QB3	Castles

* The figures usually accepted give Morphy 35 wins against 9 losses and 5 draws. For details *see* Biography.

7 Castles

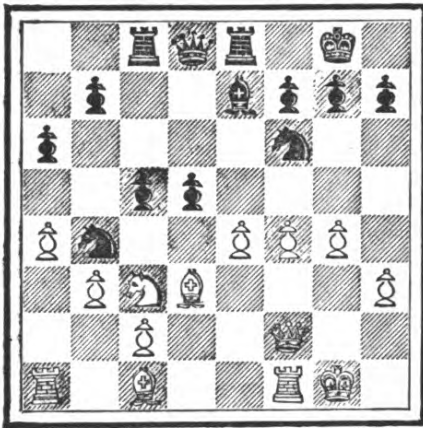
In Game CXVI Morphy, as White, played here P—B4, followed by Kt—B3.

	P—B4
8 KKt—K2	Kt—B3
9 P—B4	P—QR3
10 P—QR4	B—Kt5
11 P—R3	B×Kt
12 Q×B	R—K1
13 Q—B2	R—QB1
14 P—KKt4 ?	Kt—QKt5
15 P—Kt3 ?	

Pointless. Having played P—Kt4, White should continue the advance to Kt5. Black now takes the initiative, and White's game falls to pieces.

P—Q4 !

Position after Black's 15th move



16 K—R1

If P—K5, the continuation might be 16..P—B5; 17 P×P, B—B4; 18 B—K3, P—Q5; 19 P×Kt, R×B, with advantage to Black. But White's K is fatally exposed in any case.

	P×P
17 Kt×P	Kt×Kt
18 B×Kt	B—B3
19 B×KtP	B×R
20 B×R	Q×B
21 B—K3	Q—B3ch
22 K—R2	B—Q5,
	and wins

GAME CLXXXII*London, July 1858***IRREGULAR DEFENCE**

White :	Black :
MORPHY	BARNES
1 P—K4	P—KB3

Barnes takes his opponent out of the book; but, needless to say, his success in the game is not due to his opening move.

2 P—Q4	P—K3
--------	------

3 B—Q3	Kt—K2
4 B—K3	P—Q4
5 Kt—QB3	P×P
6 Kt×P	Kt—Q4
7 Kt—R3	B—K2
8 Q—R5ch	P—Kt3
9 Q—R6	B—B1
10 Q—R4	B—Kt2

Black has gained more by White's Q moves than White himself.

11 Castles	Castles
12 P—QB4	

By leaving his B to be captured White gets a weakness in the centre.

	Kt×B
13 P×Kt	P—KB4
14 Kt—Kt5	

14 Q×Q, R×Q; 15 QKt—B2 is better.

	P—KR3
15 Kt—B3	

This loses at least a P. Maroczy suggests 15 P—B5, P×Kt; 16 Kt×P, R—B3; 17 B—B4, Kt—B3; 18 QR—Q1, Kt—R4; 19 B—K2, with a strong attack.

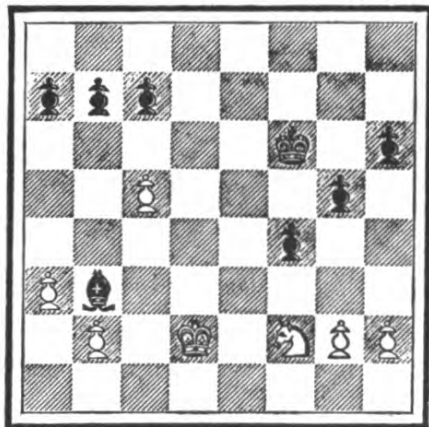
P—K4!

P—KKt4 won a piece; but after 16 Kt×P, P×Kt; 17 Kt×P, White's attack was too powerful.

16 Q×Q	R×Q
17 B—B2	P×P
18 P×P	B×Pch
19 Kt×B	R×Kt
20 KR—K1	K—B2
21 P—B5	B—K3
22 QR—Q1	Kt—B3
23 R×R	Kt×R
24 B—R4	P—KKt4
25 R—Q1	R—Q1
26 P—R3	P—B5

27 Kt—B2	Kt—K7ch
28 K—B1	R×Rch
29 B×R	Kt—Q5
30 K—K1	K—B3
31 K—Q2	Kt—Kt6ch
32 B×Kt	B×B

Position after Black's 32nd move



Black has a great advantage in the B v. Kt end-game which follows.

33 Kt—Kt4ch	K—Kt3
34 P—Kt3	P—KR4
35 Kt—B2	K—B4
36 K—B3	B—Q4
37 K—Q4	P—B3
38 P—QKt4	B—Kt7
39 P×P	K×P
40 P—QR4	B—B8
41 Kt—K4	P—R5
42 Kt—Q2	B—K7
43 Kt—K4	P—Kt5
44 Kt—B2	K—B6
45 Kt—K4	B—B8
46 K—K5	B—Q6
47 Kt—Kt5ch	K—Kt7
48 K—Q6	K×P
49 K—B7	K—Kt6
50 K×P	P—R6,
	and wins

GAME CLXXXIII

London, July 1858

RUY LOPEZ

White :	Black :
BARNES	MORPHY

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	Kt—B3
4 P—Q4	P×P
5 P—K5	Kt—K5
6 Castles	P—QR3

B—K2 is the usual move. Now the game transposes into a variation of the "Morph" Defence where Black can force off White's KB.

7 B—R4	Kt—B4
8 B×Kt	QP×B
9 Kt×P	B—K2
10 Kt—QB3	Castles
11 B—K3	P—B3

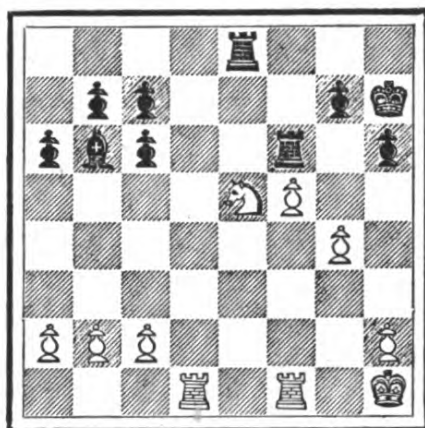
Black takes over the attack with this move.

12 P×P	R×P
13 Q—K2	R—Kt3
14 K—R1	B—Q3
15 QR—Q1	Q—R5
16 P—B4	B—Kt5
17 Kt—B3	Q—R4
18 B×Kt	B×B
19 Kt—K4	B—Kt3
20 QKt—Kt5	P—R3
21 Q—B4ch	K—R1
22 Kt—B7ch	K—R2
23 QKt—K5	R—B3
24 Kt×B	Q×Kt
25 Kt—K5	Q—K3
26 Q—K4ch	Q—B4
27 Q×Qch	R×Q
28 P—KKt4	R—B3

29 P—B5 R—K1

Barnes has played well, and the position does not appear to be in Black's favour except in so far as White's Q side Pawns are weak.

Position after Black's 29th move



30 Kt—Kt6 R—K7
31 R—Q8

Unsuspicious, it would seem, of Black's reply, which secures more than sufficient compensation for the Exchange. The best line, as Maroczy points out, is 31 KR—K1, R—B7 (if R×QBP, 32 R—Q8, R×Kt; 33 KR—K8, R—B8ch; 34 K—Kt2, R×Pch; 35 K—R3, etc.); 32 R—Q8, R×Kt; 33 P×Rch, K×P; 34 R—Q7, R×BP; 35 KR—K7. See next note.

32 P×Rch R×Kt
33 R—Q7 K×P
34 KR—B7 R×P
 B—Q5!

Had White played as suggested in the previous note, this move would have been impossible (the KR then standing on K7 instead of KB7), and therefore Black could not have saved his KKtP.

35 R×BP R×P

36 R×KtP R×P
37 P—R4 P—QR4
38 P—R5ch?

R—B5 was essential here, though it would scarcely save the game.

39 R×Pch K—Kt4
40 KR—K7 K—R5
 P—R5,
 and wins

His Rooks being cut off from the 3rd rank, White cannot stop a mate.

GAME CLXXXIV

London, July 1858

PHILIDOR'S DEFENCE

White : **Black :**

MORPHY BARNES

1 P—K4 P—K4
2 Kt—KB3 P—Q3
3 P—Q4 P×P
4 B—QB4

Converting the opening into a Scotch Gambit. Cp. Games CXL, CCLVII.

B—K2

Either Kt—KB3 or Kt—QB3 is better first.

5 P—B3 P—Q6

Kt—KB3 is necessary here.

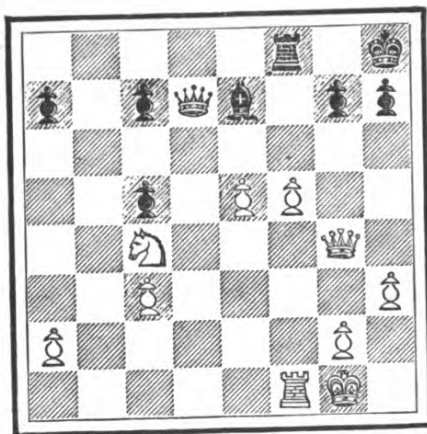
6 Q—Kt3 B—K3
7 B×B P×B
8 Q×KtP Kt—Q2
9 Q—Kt5 Kt—KB3
10 Kt—Kt5 R—QKt1
11 Q—R4

Keeping the Knight confined, *J.L.* explains, and preventing its defending the KP.

Q

	Castles
12 Kt × KP	Kt—B4
13 Kt × Kt	P × Kt
14 Q—B4 <i>ch</i>	K—R1
15 Castles	Kt—Kt5
16 P—B4	P—Q7
17 B × P	R × KtP
18 P—R3	R × B
19 Kt × R	Kt—K6
20 Q—K2	Kt × R
21 R × Kt	Q—Q2
22 Kt—B4	Q—Kt4
23 P—K5	B—R5 ?
24 P—B5	B—K2
25 Q—Kt4	Q—Q2

White to make his 26th move



26 R—Q1 !	Q × P
27 Q × Q	R × Q
28 R—Q7	B—B1

B—R5 would prolong the game but little.

29 P—K6 Resigns

This was one of Morphy's earliest games in London.

GAME CLXXXV

London, 1858

KING'S GAMBIT DECLINED

White :	Black :
MORPHY	BARNES

1 P—K4	P—K4
2 P—KB4	B—B4
3 Kt—KB3	P—Q3
4 P—QKt4	

See Game CXXV. Barnes here demonstrates in a scientific manner the weakness of the variation.

	B—Kt3
5 B—B4	Kt—KB3
6 Q—K2	Kt—B3
7 P—B3	Castles
8 P—Q3	P × P
9 B × P	P—Q4

Black has the superior game all round.

10 B—Kt3	P × P
11 P × P	B—Kt5

Now KKt × P might well have been played, and if 12 Q × Kt, R—K1 ; 13 B—K5, Kt × B ; Kt × Kt, Q—B3. Or 13 Kt—K5, Kt × Kt ; 14 B × Kt, Q—K2.

12 QKt—Q2	Kt—KR4
13 B—K3	Kt—K4
14 Castles QR	Kt—Q6 <i>ch</i>

This is inferior to Q—Q6, which forces 15 Q × Q, Kt × Q*ch* ; 16 K—B2, Kt × P*ch* ; 17 P × Kt, B × B.

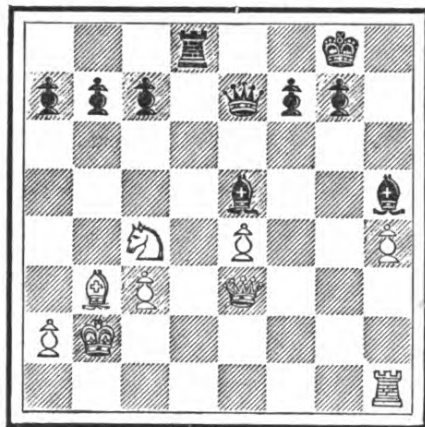
15 K—B2	KKt—B5
16 B × Kt	Kt × B
17 Q—B1	Q—K2
18 P—KR3	B—KR4
19 P—Kt4	B—Kt3

20 K—Kt2	QR—Q1
21 Kt—Q4	B×Kt
22 Q×Kt	B—K4
23 Q—K3	Q×P
24 P—KR4	P—KR4

P—KR3 would maintain the QB on its right diagonal.

25 Kt—B4	Q—K2
26 R×R	R×R
27 P×P	B×RP

White to make his 28th move



28 Q—Kt5!	Q×Q
29 P×Q	B—B6
30 R—KB1	

If R—R3, Black plays B—Kt7.

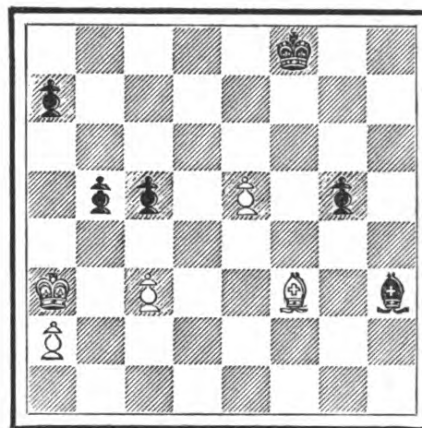
	B—K7
31 Kt×B	

By giving up the Exchange, Morphy at last rids himself of the pressure of the two Bishops, wins a P, and gets some attack. Had he been playing for a draw, R—B2 forced one at once, since then Black could but give a B for the Kt.

	B×R
32 P—Kt6	K—B1
33 P×P	R—Q3
34 Kt—B3	R—KB3

35 Kt—Kt5	R—B7ch
36 K—R3	P—B4
37 B—Q5	P—Kt4
38 Kt—R7ch	K—K2
39 P—B8(Q)ch	R×Q
40 Kt×R	K×Kt
41 P—K5	P—Kt4
42 B—B3	B—R6

Position after Black's 42nd move



43 P—B4	P×P
---------	-----

Best. Barnes plays the ending extremely well.

44 K—Kt2	P—Kt5
45 B—Q5	P—Kt6
46 K—B3	B—K3

If P—Kt7, White sacrifices his B, captures Black's doubled Ps, and draws. The text-move is prettier, but less immediately effective, than 46..B—B8.

47 B—B6	K—K2
48 P—R3	B—Q2
49 B—Q5	B—K3
50 B—B3	K—Q2
51 K—Q2	B—R6
52 K—K3	K—K3
53 B—K2	P—B6,
	and wins

GAME CLXXXVI

London, 1858

PHILIDOR'S DEFENCE

White :	Black :
BARNES	MORPHY
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	P—KB4

Cp. Games LXXV, LXXVII, CXCII, CCII.

4 QP × P	BP × P
5 Kt—Kt5	P—Q4
6 P—K6	

Steinitz says that 6 Kt—QB3 is better, compelling either P—B3 or B—QKt5, both favourable to White.

B—B4

See note on Game LXXV. There Black played Kt—R3, a move commended by Steinitz.

7 Kt—B7

The critics differ as to the correct line here. *J.L.* gives 7 Kt × P, which Steinitz also prefers. (If then P × Kt, 8 Q—R5ch; and if B—K2, 8 Q—Kt4—*M.C.I.*, 157, n. 31.) Maroczy says this only leads to equality, and prefers 7 Kt—QB3, P—B3; 8 Kt—B7, Q—B3; 9 B—K3, P—Q5; 10 Kt × P, Q × KP; 11 Kt × B, Q × Kt; 12 Q × P.

Q—B3

8 B—K3

Staunton ("Praxis") magisterially pronounces this the worst defence White could adopt, and gives 8 Q—Q2, followed by Q—B4, as best. Others pass over White's 8th move without comment.

P—Q5

9 B—KKt5

If Q—R5, then might occur 9.. P × B; 10 Kt—Q6dbl.ch, K—K2; 11 Kt × Bch, K—Q1. If 10 Kt × Rdis.ch, P—Kt3; 11 Q × B?, Q × Pch; 12 K—Q1, P—K7ch, etc. (Maroczy).

Q—B4

10 Kt × R

Q × B

11 B—B4

Kt—B7 at once is right.

Kt—QB3

And Black should here play Q × P at once, forcing the continuation which actually occurred, whereas he gave White an opportunity of escaping by 12 Castles.

12 Kt—B7?

Q × P

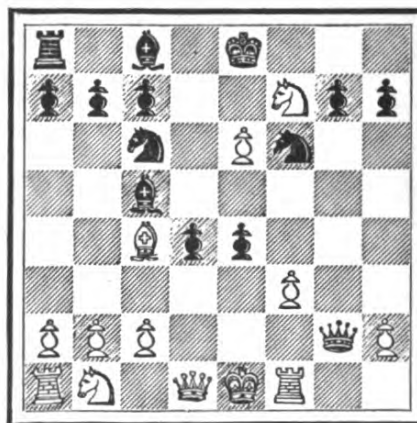
13 R—B1

Kt—B3

14 P—KB3

A fatal error this time, which gives Morphy an opportunity for a masterly finish. Kt—Q2 was the only move.

Position after White's 14th move



15 Kt—R3

Kt—QKt5

B × P

16 B × B Kt—Q6ch !
17 Q × Kt

If P × Kt, then comes B—Kt5ch
and mate next move.

 P × Q
18 Castles B × Kt
19 B—Kt3 P—Q7ch
20 K—Kt1 B—B4
21 Kt—K5 K—B1

Making room for the Rook.

22 Kt—Q3 R—K1
23 Kt × B Q × R
24 Kt—K6ch R × Kt

White resigns.

11 Kt—R4 B—K3
12 Q—R5ch P—Kt3

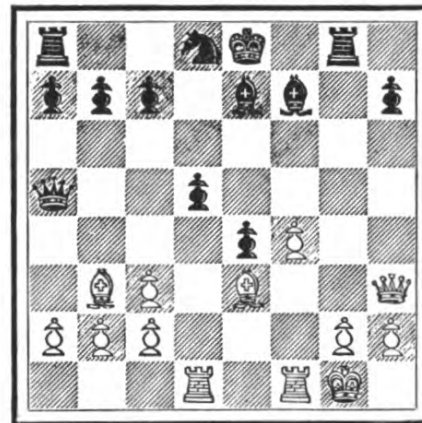
Tempting White to sacrifice. B—
B2, however, is sounder and seems
to show something defective in
White's manœuvring.

13 Kt × P B—B2
14 Q—R4 B × Kt
15 Q × BP R—KKt1
16 QR—Q1 B—K2
17 Q—K6 B—B2
18 Q—R3 Kt—Q1

Allowing a further sacrifice by
White, which R—Q1 would have
prevented.

19 P—KB4 P—K5

White to make his 20th move



20 R × P ! B × R
21 Q—R5ch K—B1
22 B × B R—Kt2
23 P—QKt4 Q—R3

Q—Kt4 is better, making a retreat
to K1 possible.

24 P—B5 Kt—B2
25 P—B6 B × BP
26 P—Kt5 ! Q—Q3
27 B × Kt ! P—Kt3
28 B—R6 K—K2

GAME CLXXXVII

London, 1858

BISHOP'S OPENING (BODEN-
KIESERITZKY)

White :	Black :
MORPHY	BARNES
1 P—K4	P—K4
2 B—B4	Kt—KB3
3 Kt—KB3	Kt × P
4 Kt—B3	Kt × Kt
5 QP × Kt	P—KB3
6 Castles	Kt—B3 ?

In Game LXXXVI, played in the
following year, Barnes made the
right move, Q—K2, and won.

7 Kt—R4 Q—K2

Barnes follows a game Staunton-
Horwitz up to this point; but
Horwitz continued 7..Kt—K2.

8 Kt—B5 Q—B4
9 B—Kt3 P—Q4
10 B—K3 Q—R4

White threatened B—Q5, winning a R. But 28..Q—K2; 29 B—Kt3, R—Q1; 30 Q—R4, R—Q3 offers some small chance of a draw. If then 31 B×Rch, K×B; 32 Q—Kt4ch, K—R3; 33 R—K1 seems White's best line.

29 B×R	B×B
30 B—Kt3	R—KB1
31 R—B7ch	R×Rch
32 Q×Rch	K—Q1
33 Q×B	Q—Q8ch
34 K—B2	Q—Q7ch
35 K—Kt3	P—K6
36 Q—B6ch	K—B1
37 B—K6ch	K—Kt2
38 Q—B3ch, and wins	

B—Q5 follows.

GAME CLXXXVIII

London, ? 1858

RUY LOPEZ

White :	Black :
BARNES	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 Kt—B3	B—Kt5
6 Kt—Q5	

There is now a resemblance to a class of positions in the Four Knights' Game, where one side or the other plays Kt—Q5.

P—QKt4

Tarrasch-Schlechter, Ostend, 1907, ctd. : 6..B—K2.

7 B—Kt3	P—Q3
8 Castles	B—Kt5

9 P—B3	B—QR4
10 P—Q4	P×P

This order of moves 6–10 is given in the record of the game published in *Brentano*, December 1881, where it is said to have been taken from the first number of a new German magazine, *Vom Fels zum Meer*. In Lasker's *Scrap Book*, January 1907, the moves are given in the following order : 6 Kt—Q5, B—R4; 7 Castles, P—QKt4; 8 B—Kt3, P—Q3; 9 P—Q4, B—KKt5; 10 P—B3, P×P.

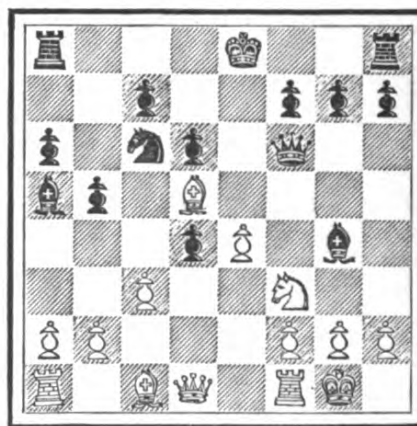
11 Kt×Ktch

11 P×P, B×Kt; 12 P×B is claimed by Lasker as in favour of White, whose free development and strong centre make up for his doubled Pawn. As the game actually went, White gave his opponent the opportunity for a most complicated sacrificial combination.

Q×Kt

12 B—Q5

Position after White's 12th move



Kt—K4!

13 B×R

13 B—Kt5 looks very strong.

Kt×Ktch

14 P × Kt QB × P
 15 Q—Q2 P × P
 16 Q—Kt5

16 B—B6*ch* has been suggested. But Black can play 16..K—B1; 17 P—K5 (if Q—Kt5, P × P), P × Q; 18 P × Q, B × B; 19 P—Kt4, P × P; followed by 20..P × B(Q), with an overwhelming preponderance of force. Black would, of course, avoid 16..K—K2 here, because of the reply 17 P—K5, P × Q (if 17..QP × P, White mates in 2; while 17..Q—Kt3*ch* or Q—K3 is completely answered by 18 Q—Kt5*ch*); 18 P × Q*ch*, etc.

17 B—B6*ch* P × P
 K—K2

Now this move is perfectly safe, and Black proceeds to win in incisive style.

18 Q × Q*ch* P × Q
 19 B—B4 R—Kt1*ch*
 20 B—Kt3 P × R(Q)
 21 R × Q P—B4
 22 P—QR4 B—Kt3
 23 P × KtP P—B5
 24 P × P P × B
 25 P × P R × P*ch*
 26 K—R2 R—Kt3
 27 R—KB1

R—R3 would have prolonged but not saved the game.

28 K—R3 B—Q5
 29 K—R4 B—K4
 30 P—R7 B—B5
 R—R3 mate

Although this game is put in the Appendix by *M.L.* and Maroczy, it seems reasonable to accept its genuineness. Its date is perhaps doubtful. *Brentano* assigns it to 1858 or 1862.

GAME CLXXXIX

London, 1858

KING'S GAMBIT DECLINED

White : **Black :**

MORPHY BIRD
 1 P—K4 P—K4
 2 P—KB4 B—B4
 3 Kt—KB3 P—Q3
 4 P—B3

Cp. Games XXI, XXIII, CXI, CXCv, and CXCvI.

5 B—B4 B—KKt5
 6 P—Kt4 Kt—QB3!
 7 P—QR4 B—Kt3
 8 P—R3 P—QR3
 9 Q × B B × Kt
 10 P—Q3 Kt—B3
 Q—K2

Black might now castle, and if 11 P—B5, P—Q4; with a possible continuation, 12 B × QP, Kt × B; 13 P × Kt, P—K5; 14 P × P, Kt—K4; 15 Q—K2, Q—R5*ch* (Maroczy)

11 P—B5 R—Q1
 12 B—KKt5 Kt—QKt1
 13 Kt—Q2 P—B3
 14 Kt—B1 P—Q4
 15 B—Kt3 Q—Q3

Black's development is too slow, so that by the time he is ready to castle, White is ready with a crushing attack.

16 Kt—Kt3 Castles
 17 Kt—R5 P × P

If QKt—Q2, White wins a P in the centre. Possibly 17..Kt × Kt; 18 B × R, R × B; 19 Q × Kt, P × P is the best line.

18 P × P Kt × Kt

K—R1 is better, in view of the coming storm.

19 R—Q1	Q—B2
20 B×R	R×B
21 R×Rch	Q×R
22 Q×Kt	B—K6
23 Q—Q1	Q—R5ch
24 K—K2	B—Kt3

If Q—B7ch, 25 K—Q3—and nothing remains for Black.

25 K—Q3	Kt—Q2
26 Q—Kt4	Q—B7
27 P—B6	Resigns

GAME CXC

London, 1858

KIESERITZKY GAMBIT

White :	Black :
MORPHY	BIRD
1 P—K4	P—K4
2 P—KB4	P×P
3 Kt—KB3	P—KKt4
4 P—KR4	P—Kt5
5 Kt—K5	Kt—KB3
6 B—B4	P—Q4
7 P×P	B—Q3

See Game CLVII. 7..B—Kt2 is best.

8 P—Q4

The Rice Gambit (7 Castles, etc.) had not yet been invented.

9 Kt—QB3	Kt—R4
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One of Morphy's many excellent inventions, says *J.L.*, adopted by him with success against Medley. See Game CCVII. For 9 B—Kt5ch see Game CCXXV.

B—KB4

Inferior to either Q—K2 or Castles. 9..Kt—Kt6 has also been played, and if 10 R—KKt1, then Q—B3.

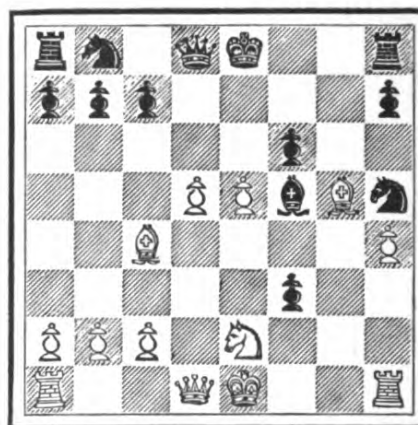
10 Kt—K2	B×Kt
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Here Medley played Q—B3. Q—K2 is best.

11 P×B	P—B6
12 P×P	P×P
13 B—KKt5!	P—KB3

P×Kt was useless on account of 14 Q×P.

Position after Black's 13th move



14 P×P	Q—Q3
15 Q—Q4	P×Kt
16 B×P	Q—Kt6ch
17 K—Q2	Castles
18 QR—KKt1, and wins	

GAME CXCI

London, 1858

EVANS GAMBIT

White :	Black :
MORPHY	BIRD
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4

4 P—QKt4	B × P
5 P—B3	B—B4
6 P—Q4	P × P
7 P × P	B—Kt3
8 Castles	P—Q3
9 P—Q5	Kt—R4

Best. Cp. Game CCXXXII, where White made the correcter reply 10 B—Q3.

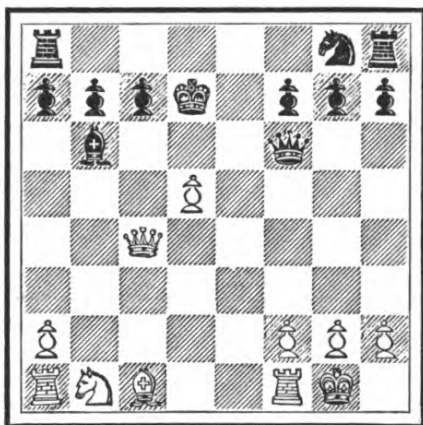
10 P—K5	Kt × B
11 Q—R4ch	B—Q2
12 Q × Kt	P × P ?

Black should have played Kt—K2. If then 13 P—K6, P × P ; 14 P × P, B—B3 ; 15 Kt—Kt5, Castles.

13 Kt × P	Q—B3
14 Kt × B !	K × Kt

If Q × R, White can force a mate, beginning with 15 R—K1ch, or else win Black's Queen.

White to make his 15th move



15 Q—Kt4ch	K—K1
16 B—Kt5	Q—Kt3

If now Q × R, White wins with 17 R—K1ch, Kt—K2 (K—B1 leads to a short mate) ; 18 B × Kt, B × Pch ; 19 K × B, Q × Pch (if Q—Kt7ch ; 20 K—Kt3, and Black is resourceless, being unable to play P—KKt3

because of 21 B—R3dis.ch) ; 20 K—Kt1, Q—Kt6 ; 21 Q × P, etc.

17 Kt—B3	Kt—B3
18 QR—K1ch	K—B1
19 Q—Kt4ch	K—Kt1
20 B × Kt	Q × B
21 Kt—K4	Q—Kt3
22 K—R1	P—KR4
23 P—B4	P—R5
24 P—B5	Q—R4
25 R—B4 !	P—KB3 ? ?

Boden pointed out at the time that R—R3 was the right move, affording Black a strong defence, with still a Pawn to the good.

26 Kt × Pch	P × Kt
27 R—Kt4ch	Q × R
28 Q × Qch	K—B1
29 R—K6	R—R3
30 Q—B4	K—Kt2
31 R—K7ch, and wins	

GAME CXCI

London, 1858

PHILIDOR'S DEFENCE

White :	Black :
BIRD	MORPHY
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	P—KB4

“ Modern researches have proved this absolutely unsound ” (Steinitz). See note on Game LXXV regarding this move and White's reply to it.

4 Kt—B3	BP × P
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Kt—KB3 is given as best by some authorities ; but Steinitz commends KP × P.

5 QKt × P	P—Q4
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Dangerous and inferior to 5...P×P, according to Steinitz, who points out that it allows 6 Kt×P, with Zukertort's winning attack (*M.C.I.*, p. 150, col. 20).

6 Kt—Kt3 ? P—K5
7 Kt—K5 Kt—KB3
8 B—KKt5 B—Q3

B—K2 is better.

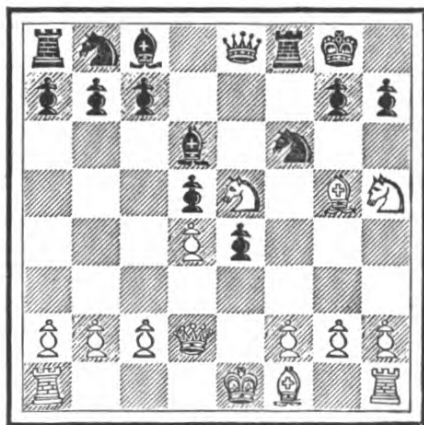
9 Kt—R5 Castles
10 Q—Q2

If 10 B×Kt, P×B; 11 Kt—Kt4, P—KB4; 12 Kt—K5, P—B5!

Q—K1

A move which most of the critics praise; but Steinitz says that Q—K2 or Kt—B3 is much safer.

Position after Black's 10th move



11 P—KKt4 ?

11 Kt×Ktch, P×Kt; 12 B×P, R×B; 13 Q—Kt5ch, R—Kt3; 14 Kt×R, P×Kt; 15 Q×QPch would have given White a good fighting game.

Kt×P

Kt×Kt would have forced the continuation which actually occurred and avoided unnecessary complications (Steinitz). In reply to the

text-move White might have played 12 Kt×P, with better effect.

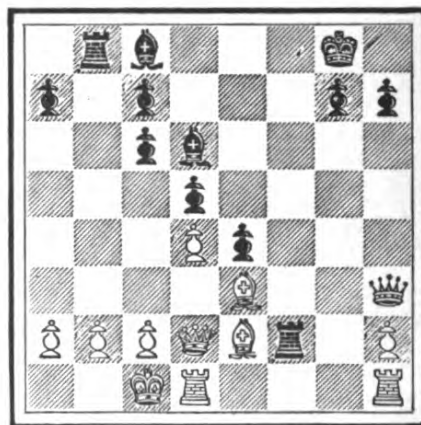
12 Kt×Kt Q×Kt
13 Kt—K5 Kt—B3
14 B—K2 Q—R6
15 Kt×Kt P×Kt
16 B—K3 R—Kt1
17 Castles QR

P—QB3 first was better.

KR×P!

Steinitz remarks that Morphy's impetuous ingenuity could not resist the temptation of a brilliant sacrifice, though he was a P ahead with an excellent game. The test of the soundness of the sacrifice must be looked for at moves 19, 22, and 25.

Position after Black's 17th move



18 B×R Q—R6!
19 P—B3

Steinitz (*M.C.I.*, p. 159, n. 52) claims a win for White with 19 Q—Kt5. But after 19...Q×Pch (best); 20 K—Q2, B—Kt5ch; 21 K—K3, Q—R6ch; 22 B—Q3, B—R3; 23 KR—Kt1, B—KB1, how is White to save the game? Steinitz gives the above variation as far as White's 21st move, continuing: 21...Q—B6ch; 22 B—Q3, "and [White]

ought to win." To Maroczy apparently belongs the credit of restoring the soundness of Morphy's—and of Bird's—judgment at this point in the game.

Q × RP

20 P—Kt4

If 20 Q—B2, R × P ; 21 Q × R, B—QR6, etc.

Q—R8ch

21 K—B2

Q—R5ch

22 K—Kt2 ?

22 K—B1 seems to leave Black nothing better than a draw, for after 22.. B × KtP ; 23 P × B, R × P ; 24 Q—Kt5, Q—R6ch ; 25 K—Q2, R—Kt7ch ; 26 K—K1, R × Bch ; 27 K × R, Q—B6ch ; 28 K—K1, Q × KRch ; 29 Q—Kt1, White must win.

B × KtP

23 P × B

R × Pch

24 Q × R

Q × Qch

25 K—B2

25 K—R2 still draws. Therefore Steinitz's criticism on move 17 is to a great extent justified, though posterity must nevertheless be grateful to Morphy's "impetuous ingenuity."

P—K6 !

26 B × P

B—B4ch

27 R—Q3

If B—Q3, Q—B5ch is still more effective.

Q—B5ch

28 K—Q2

Q—R7ch

29 K—Q1

Q—Kt8ch,
and wins

GAME CXCI

London, 1858

EVANS GAMBIT DECLINED

White :

Black :

MORPHY

BODEN

1 P—K4

P—K4

2 Kt—KB3

Kt—QB3

3 B—B4

B—B4

4 P—QKt4

B—Kt3

5 P—QR4

P—QR3

There is (or rather was, until the Evans went so much out of favour for White) much dispute as to the relative merits of this move and P—QR4.

6 P—B3

Preparing for a continuation more agreeable to Morphy than 6 Castles, P—Q3 ; 7 P—R5.

P—Q3

7 P—Q3

Kt—B3

8 Q—Kt3

Q—K2

9 B—KKt5

The usual line is 9 P—R5, B—R2 ; 10 P—Kt5, P × P ; 11 B × P.

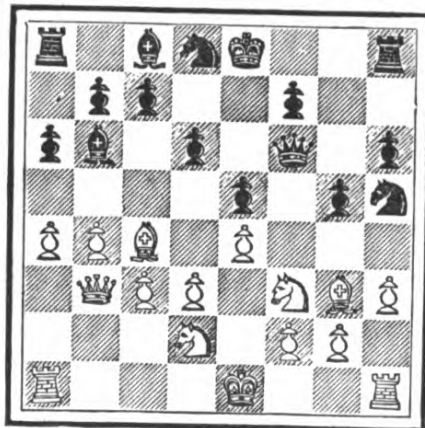
P—R3

10 B—R4

Steinitz, having called White's 9th move weak, now says that his 10th is "absolutely bad," and continues sententiously: "Morphy might have been able to give the odds of it in actual play to every player living nowadays, and it would be a bad move all the same, according to modern analysis analytically" (*I.C.M.*, I, p. 114). B—K3 is better, Kt3 being an unpromising square. For that reason Black should have replied 10.. P—Kt4 at once.

	Kt—Q1
11 QKt—Q2	P—Kt4
12 B—Kt3	Kt—R4
13 P—R3	Q—B3

White to make his 14th move



14 Castles QR

In *J.L.* White's 14th and 15th moves were transposed, an error followed by *M.L.* even in his third edition. Morphy himself pointed out the mistake in the score as early as 1860, when Löwenthal's book was reviewed in a New Orleans paper. Of course, had White played 14 Kt—R2, Black won immediately with 14..Kt×B; 15 P×Kt, Q—B7ch.

	Kt—K3
15 Kt—R2	KKt—B5

Steinitz says that Black has here three clear ways of winning: 15..Kt×B, followed by Q—B7; 15 QKt—B5; and the move actually made, if properly followed up.

16 Kt—Kt4	Q—Kt2
17 K—Kt1	P—KR4

Kt×KtP at once seems better.

18 Kt—K3	B×Kt
19 P×B	Kt×KtP

20 B—B2	Kt—R5
21 B×Kt	P×B
22 KR—Kt1	Q—R3
23 Kt—B3	Q×P
24 Kt×RP	Q×RP
25 Kt—B5	B—Q2

The Q being in danger, Black should have secured her retreat with Q—R7 and thence to B5.

26 Q—R2!	Kt—B5
----------	-------

Best in the circumstances; but White should answer B×Pch before winning the Q.

27 R—Kt3	B×Kt
28 R×Q	B×R
29 B×Pch	K—Q2?

Black has good value for his Q, but errs in not playing his K to K2, when he would have gained time for QR—Q1 on move 31.

30 P—Q4	B—Kt5
31 R—Q2	K—K2
32 Q—B4	P—B3
33 P×P	P×P
34 R—KB2	QR—Q1
35 Q—B5ch	K—B3
36 B—Kt3	KR—K1

P—R5 is worth consideration.

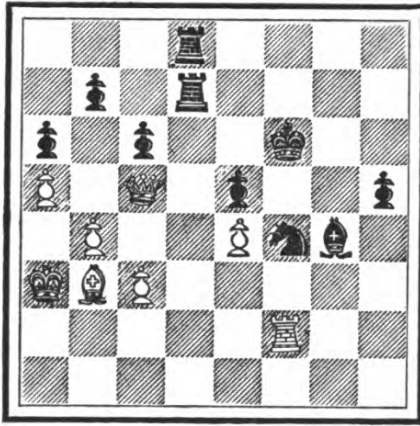
37 P—R5	R—Q6
38 Q—B4	R—Q2
39 K—R2	KR—Q1

And now P—R5 is much better.

40 K—R3	K—Kt4
41 Q—B5	K—B3?

Playing his opponent's game, whereas after 41..R—K1 there is no win for White.

White to make his 42nd move



42 R × Ktch ! P × Kt
43 P—K5ch K—Kt3
44 B—B2ch R—Q6

If B—B4, 45 Q—Kt1ch. If K—R3, 45 P—K6, B × P ; 46 Q—K5. And if K—B2, 45 Q—B4ch, K—K2 ; 46 Q × KBP, R—KB1 ; 47 Q—Kt5ch.

45 Q—K7 R—Q2
46 Q—B6ch K—R2
47 P—K6 R—Q3
48 Q—B7ch K—R3
49 Q × BPch K—Kt2
50 Q—Kt5ch K—R1
51 Q—R6ch K—Kt1
52 Q—Kt6ch K—R1
53 B × R, and wins

GAME CXCIV

London, 1858

RUY LOPEZ

White :	Black :
MORPHY	BODEN
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	B—B4

4 P—B3 Q—K2
5 Castles P—B3

Boden's own defence. See Game XXVIII for Morphy's one experiment with it, the play being identical for ten moves on each side.

6 P—Q4 B—Kt3
7 Kt—R3 Kt—Q1
8 Kt—B4 Kt—B2
9 Kt—K3 P—B3
10 Kt—B5 Q—B1
11 B—R4

In Game XXVIII Löwenthal played B—Q3, which he considered a better move than the one in the text.

12 Kt—K3 P—Kt3
13 P—Q5 P—Q3
14 P × P B—Q2
15 Kt—B4 P × P
16 P—QKt3 ? R—B1

B—K3 seems a more natural move. Now Black is able to get rid of White's powerful QKt.

17 Q—Q3 B—K3
18 B—R3 Q—K2
19 Q × B B × Kt
20 QR—Q1 K—B1
P—QB4

K—Kt2 is better. With 21 P—QKt4 White could here have strengthened his game considerably.

21 R—Q3 KKt—R3
22 K—R1 K—Kt2
23 B—B1 KR—B1
24 P—KKt4

This sacrifice in order to get an

open file is unsound, and leads to a lost position in a few moves.

	Kt × P
25 P—R3	KKt—R3
26 R—Kt1	K—R1
27 Kt—R4	R—KKt1
28 QR—Kt3	P—Kt4
29 Kt—B5	Kt × Kt
30 P × Kt	Q—Kt2 <i>ch</i>
31 KR—Kt2	P—Q4
32 Q—KKt4	Kt—R3

Not 32..P—Q5, because of White's reply B—Kt5 and QB4.

33 Q—R5	Kt × P
34 R—B3	Kt—Kt2

If Kt—R5, then 35 QR × P, P—Q5 (Kt × R; 36 R—B7 !); 36 P—B3, threatening R—B7.

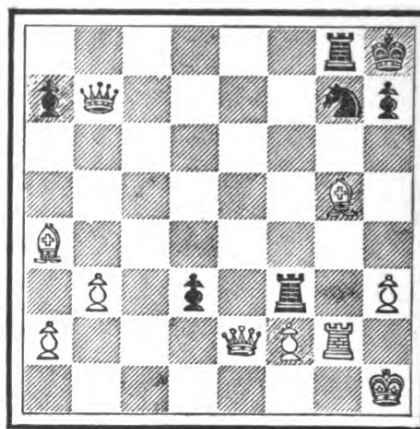
35 Q—R6	B—Q1
36 QR × P	

White's only hope of saving the game is by a desperate stroke such as this.

	B × R
37 Q × B	QR—B1
38 Q × KP	R—B4
39 Q—K3	P—Q5
40 P × P	R—B6
41 Q—K2	P × P
42 B × P	P—Q6

Although this advance looks tempting, it is not Black's best move. 42..Q—Q4 forced a win, for if then 43 B—Q2, R × P*ch*; 44 K—Kt1, Kt—R4, etc. If again 43 B—Kt5, Kt—K3; 44 B—QB4, R × P*ch*; 45 K—Kt1, Q × R*ch*; 46 K × Q, Kt—B5*ch*, with a mate in 3 at the most.

Position after Black's 42nd move



43 Q—Q2	Q—Q4
44 P—Kt4	KR—KB1

And now 44..R × P*ch*; 45 K—Kt1, Q—K4 was much better.

45 B—R6	R × P <i>ch</i>
---------	-----------------

If R × KBP, then 46 B × Kt*ch*, K—Kt1; 47 B—Kt3 won for White.

46 K—Kt1	R—KKt1
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Threatening (if 46 Q—B4, *e.g.*) 46..R × B; 47 Q × R, Q × R*ch*; 48 K × Q, Kt—B4*dis.ch*.

47 B—KKt5	Q—Q5
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Black misses his last chance. After 47..Q—K4; 48 B—B4, Q—KR4; 49 B—R2, Q—K7, White could not have saved the game.

48 Q—B4	Q—R8 <i>ch</i>
49 Q—B1	Q—K4
50 B—R6	Kt—K1

If Q—KR4 now, 51 B × Kt*ch* wins.

51 R × R <i>ch</i>	K × R
52 B—Kt3 <i>ch</i>	K—R1
53 B—KB4	Q—Kt2 <i>ch</i>
54 B—Kt3	R—R4

If Q—Kt2, 55 B—K5*ch*, Kt—Kt2 ;
56 B—Q5 !

55 Q—Q1 R—K4
56 Q×P R—K8*ch*
57 K—Kt2

After a few more moves the game was given up as a draw.

GAME CXCV

London, July 9, 1858

KING'S GAMBIT DECLINED

White :	Black :
MORPHY	BODEN
1 P—K4	P—K4
2 P—KB4	B—B4
3 Kt—KB3	P—Q3
4 P—B3	B—KKt5
5 B—B4	Q—K2 ?

See notes on Games XXI, XXIII. Cp. also CXI, CLXXXIX, and the following game.

6 P—Q4	P×QP
7 Castles	Kt—QB3
8 P—Kt4	B—Kt3
9 P—QR4	

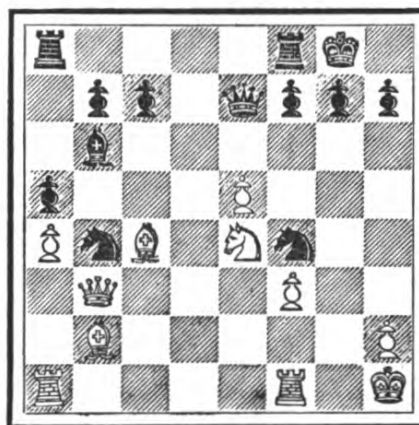
If White can afford this, there must be something wrong with Black's development.

	P×P <i>dis.ch</i>
10 K—R1	P—B7
11 Q×BP	B×Kt
12 P×B	Kt×P
13 Q—Kt3	P—QR4
14 Kt—B3	Kt—KB3
15 P—K5	P×P
16 P×P	Kt—R4

Kt—Q2 looks better, followed possibly by CastlesQR.

17 Kt—K4 CastlesKR
18 B—Kt2 Kt—B5

White to make his 19th move



19 R—KKt1 QR—Q1

If 19..B×R ; 20 R×B, K—R1 ; 21 P—K6, Kt×P ; 22 B×Kt, P×B (Q×B ; 23 R×P wins) ; 23 R×P, Q×R ; 24 B×Q*ch*, K×Q, Black has still a fighting game. But he prefers to keep his Bishop to post at Q5.

20 P—K6	B—Q5
21 P×P <i>ch</i>	K—R1
22 R—Kt4	B×B
23 Q×B	R×P

Kt—Kt3 would bring temporary relief.

24 B×R	Q×B
25 Kt—Kt5	Q—Q4
26 R×Kt	Q×Kt
27 R—KKt1	Q—R3
28 R—B7	R—KKt1
29 R×BP	Kt—Q6
30 Q—Q4, and wins	

White threatens QR×P. His 29th move was necessary in order to cover his QB1.

GAME CXCVI*London, 1858***KING'S GAMBIT DECLINED**

White :	Black :
MORPHY	BODEN
1 P—K4	P—K4
2 P—KB4	B—B4
3 Kt—KB3	P—Q3
4 P—B3	B—KKt5
5 B—K2	

See note on Game XXIII.

Kt—QB3

Löwenthal played 5..B×Kt; 6 B×B, Kt—QB3, which may be better.

6 P—Kt4	B—Kt3
7 P—Kt5	Kt—R4

7..B×Kt; 8 B×B, QKt—K2 (or perhaps 7..QKt—K2 at once) seems a simpler course.

8 P—Q4	B×Kt
9 B×B	P×QP
10 P×P	Q—B3
11 B—K3	Kt—B5
12 B—B2	Q×BP

The capture of this Pawn is of doubtful soundness, the Queen being exposed to attack.

13 Castles	Kt—B3
------------	-------

An interesting variation begins with 13..Kt—K6; 14 Q—B1, B×P.

14 Q—Q3	Kt—QR4
15 Kt—B3	Castles KR

Kt—Kt5 would get rid of one of the hostile Bishops.

16 P—Kt3	Q—R3
17 K—Kt2	QR—K1
18 QR—K1	K—R1
19 B—K3	Q—Kt3
20 Kt—K2	P—KR3

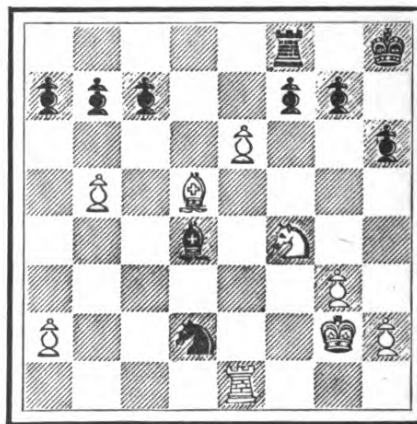
If Kt×P, White wins a piece with 21 Kt—B4.

21 B—Q2	P—Q4 ?
22 Kt—B4	Q—R2
23 P—K5	Q×Q
24 Kt×Q	Kt—B5

Kt—K5 is little better, White capturing both Knights with his Bishops and winning a Pawn, with an excellent position.

25 B—QKt4	Kt—K5
26 B×R	R×B
27 Kt—B4	KKt—Q7
28 B×P	Kt×R
29 B×Kt	Kt—Q7
30 B—Q5	B×P
31 P—K6	

Black to make his 31st move



	P—Kt4
32 P—K7	R—K1
33 B×BP	P×Kt
34 P×P	R×P
35 R×R, and wins	

GAME CXCVII

London, 1858

RUY LOPEZ

White :	Black :
BODEN	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	Kt—B3
4 P—Q4	P×P
5 P—K5	Kt—Q4

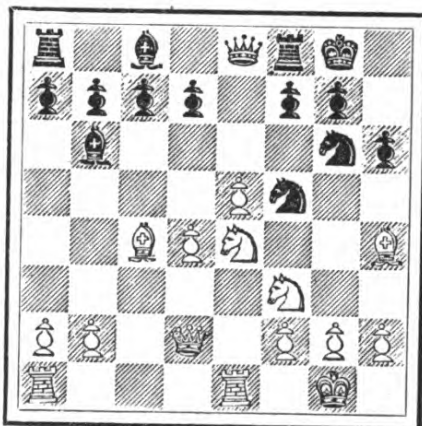
Not a commendable innovation in place of Kt—K5.

6 Castles	B—B4
7 P—B3	Castles
8 P×P	B—Kt3
9 B—QB4	QKt—K2
10 B—KKt5	Q—K1
11 R—K1	

11 Q—Q2 would prevent P—KR3 and maintain White's superiority most effectively.

	P—KR3
12 B—R4	Kt—B5
13 Kt—B3	Kt—B4
14 Q—Q2	Kt—Kt3
15 Kt—K4	

Position after White's 15th move



Kt—Q5 was stronger, stopping Black's P—Q4 and threatening 16 Kt—B6ch! Against the text-move 15.. Kt×B is impossible on account of the same 16 Kt—B6ch.

	P—Q4
16 P×Pi.p.	Q—Q2
17 Kt—K5?	

A blunder, losing a piece. B—K7 is the move.

	Kt×Kt
18 P×Kt	Kt×B
19 Kt—B6ch	P×Kt
20 P—K6!	Q×QP!
21 Q×P	QB×P
22 B×B	

J.L. suggests that 22 R—K4 still gave White drawing chances. But Black's reply B×Pch; 23 K×B (if K—R1, B—KB4), Q—B4ch seems to dispose of those chances.

	P×B
23 R—K4	Kt—B4
24 R—Kt4ch	K—B2,
	and wins

GAME CXCVIII

London, 1858

BISHOP'S OPENING (BODEN-KIESERITZKY)

White :	Black :
BODEN	MORPHY
1 P—K4	P—K4
2 B—B4	Kt—KB3
3 Kt—KB3	Kt×P

R

4 Kt—B3 Kt × Kt
5 QP × Kt P—QB3

Steinitz calls P—KB3 “the only move.” It is at any rate much the best. Morphy’s experiment was no doubt designed to take the part-inventor of the gambit off the beaten track.

6 Kt × P P—Q4
7 Castles B—Q3

7.. P × B ; 8 Q × Qch, K × Q ; 9 Kt × KBPch, K—K1 ; 10 Kt × R, B—K2 ; 11 R—K1, K—B1 leaves Black with a very difficult game, even if he can prevent the escape of White’s Knight.

8 R—K1 B—K3
9 B—Q3 Kt—Q2
10 P—KB4 Kt × Kt

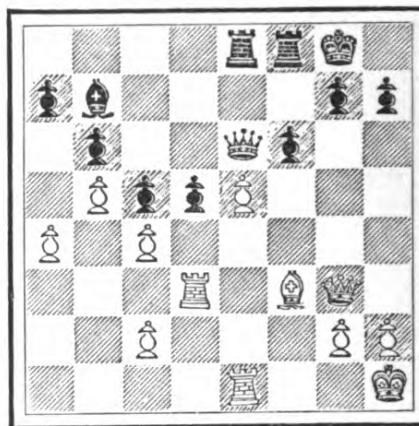
Not an advantageous exchange. Castles is better.

11 P × Kt B—B4ch
12 K—R1 Q—R5
13 B—K3 B × B
14 R × B CastlesKR
15 Q—K1 Q—R3
16 Q—Kt3 QR—K1
17 QR—K1 P—QB4

It would have been better to double the Rooks on the K file.

18 B—K2 B—Q2
19 B—B3 Q—K3
20 R—Q3 B—B3
21 P—QKt4 ! P—QKt3
22 P—QR4 P—B3
23 P—Kt5 B—Kt2
24 P—B4 !

Position after White’s 24th move



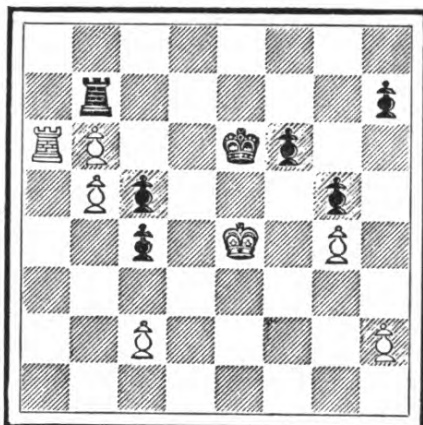
25 R—Q6 QP × P
26 B × B Q—K2
27 P—K6 Q × B
28 QR—Q1 Q—QB2

A strong alternative was R—Q7.

29 K—Kt1 R—Q1
30 Q × R R × R
31 R × Q Q × Q
32 K—B2 R—K1
33 K—B3 K—B1
34 R—Q7ch K—K2
35 R × RP K × P
36 R—R6 R—K2
37 P—R5 R—Kt2
38 P × P K—Q3
39 K—K3 K—K3
40 P—Kt4 P—Kt4
41 K—K4 K—K3

Maroczy’s claims winning chances for Black with 40..K—K4 ; and indeed it is difficult to see what White could have done in reply.

The remainder of the game was not recorded, but it ended in a draw. The position after the 41st move was :



White has a win here by 42 R—R7, R×P (if R—Kt1; 43 R—QB7, R×P; 44 R—B6ch, etc.); 43 R—R6, R—Q3; 44 R×Rch, K×R; 45 K—B5, capturing Black's 3 K side Pawns in 4 moves, by which time Black will only have captured the KtP and advanced his King to QB6.

Boden must, therefore, have conducted the ending weakly or else have made a blunder, after playing a very fine game most of the way. Morphy's play, on the other hand, is not up to his usual standard.

GAME CXCIX

London, 1858

SCOTCH GAMBIT

White :	Black :
MORPHY	BODEN
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 P—Q4	P×P
4 B—QB4	B—B4
5 Castles	P—Q3
6 P—B3	Kt—B3

See note on Game LXXXV.

7 P×P	B—Kt3
8 Kt—B3	Castles

In a later game (LXXXV) Boden played the better move B—Kt5.

9 P—Q5

This weakens the Pawns. Perhaps B—Kt3 is best.

Kt—R4

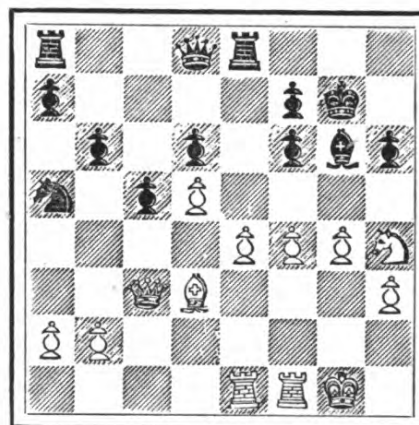
But this is inferior to Kt—K4.

10 B—Q3	P—B4
11 B—KKt5	P—KR3
12 B—R4	B—Kt5
13 P—KR3	B—R4
14 P—KKt4	B—Kt3
15 Q—Q2	R—K1
16 QR—K1	B—B2

P—R3 is much better.

17 Kt—QKt5	K—R2
18 B×Kt	P×B
19 Kt×B	Q×Kt
20 Q—B3	Q—Q1
21 Kt—R4	P—Kt3
22 P—B4	K—Kt2

Position after Black's 22nd move



23 Kt×B

This, in conjunction with the next move, is much stronger than P—B5.

24 P—K5 P × Kt
 R—QB1
 25 B—Kt1 K—B2

In anticipation of White's Q—Q3.
Black's case is desperate.

26 P—K6ch K—Kt2
 27 Q—Q3 P—B4
 28 P × P Q—B3
 29 P × P Q × QKtP
 30 P—B5 Q—B3
 31 P—K7 P—B5
 32 Q—KKt3 P—B6
 33 R—K6 Q—Q5ch
 34 Q—B2 Q × P
 35 P—B6ch Resigns

There is a mate in 3.

GAME CC

London, 1858

TWO KNIGHTS' DEFENCE

White :	Black :
MORPHY	BODEN
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	Kt—B3
4 Kt—Kt5	P—Q4
5 P × P	Kt—QR4
6 P—Q3	P—KR3
7 Kt—KB3	Kt × B

Diverging here from Game LXXIV

8 P × Kt	B—Q3
9 Kt—B3	P—R3
10 B—K3	P—QKt3
11 P—KR3	Castles
12 P—R3 ?	Q—K2

"This is a very good move of Black's, as Mr. Morphy observed."
—J.L. White should have castled

on his 12th move. He cannot now do so, because then 13..P—K5 and 14..Q—K4.

13 Q—Q2	B—KB4
14 Q—K2	B—R2
15 P—KKt4	Kt—K5
16 Kt × Kt	B × Kt
17 R—KKt1	Q—B3

P—KB4 is more promising.

18 R—Kt3	B × Kt
19 R × B	Q—R5
20 R—Kt3	P—K5
21 R—KKt1	Q × RP

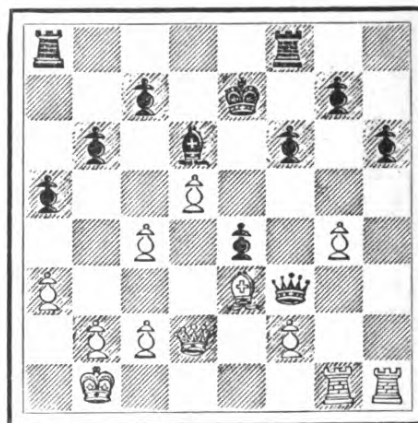
Black has won back his Pawn, but his King's position is now open to attack.

22 Castles	Q—B6
23 Q—Q2	P—QR4
24 K—Kt1	

Threatening now B × RP. Black therefore prepares an escape for his King.

	P—KB3
25 R—R1	K—B2
26 QR—Kt1	K—K2 ?

Position after Black's 26th move



R—R1 is necessary. The text-move loses, White by his next move threatening Q—KB1 and R—R3.

27 Q—K1 ! B—B5
 28 R—R4 R—KKt1
 If B×B, 29 P×B, followed by 30
 R—Kt3.

29 QR—R1 P—KKt4
 30 R×P B×B
 31 P×B QR—KB1
 32 R—B1 Q×KtP
 33 Q—B3 K—Q2
 34 QR×P R×R
 35 Q×R K—B1
 36 R—R7 K—Kt1
 37 Q—B6 R—QB1
 38 R—Q7 ! Q—Kt8ch
 39 K—R2 Q×P
 40 P—Q6 Q—B4
 41 Q×KP K—R2
 42 P—B3 P—R5
 43 Q—Q5 Q×Q
 44 P×Q P—Kt4
 45 P×P K—Kt3
 46 P—Q6 P—KKt5
 47 R—Q8 K—Kt2
 48 P—Q7 R×P
 49 R—Kt8ch K×R
 50 P—Q8(Q)ch Resigns

GAME CCI

London, 1858

PHILIDOR'S DEFENCE

White :	Black :
BODEN	MORPHY
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	P×P
4 Q×P	B—Q2
5 B—K3	Kt—QB3

Cp. Game XXVII up to this point.

6 Q—Q2	Kt—B3
7 B—Q3	B—K2

8 Kt—QB3 Castles
 9 CastlesKR P—KR3

Kt—K4 is the right move here.

10 P—KR3 Kt—R2
 11 P—KKt4 P—KR4
 12 Kt—R2 P×P
 13 P×P Kt—K4
 14 P—B3 P—KKt4
 15 K—Kt2 P—QB4 ?

Leaving a hole at Q4. P—QB3 would have kept out White's Knight.

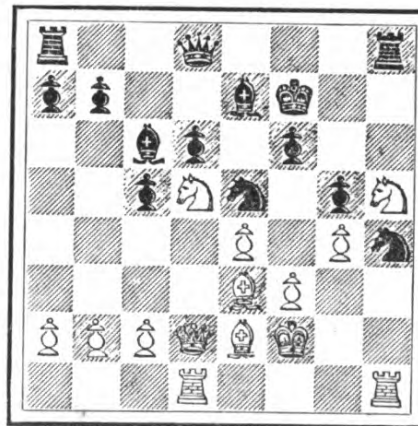
16 R—R1 K—Kt2
 17 Kt—B1 R—R1
 18 Kt—Kt3 P—B3
 19 Kt—Q5 Kt—B1

Morphy's position was already poor, and this move makes it worse. R—QB1 seems the best resource.

20 Kt—R5ch K—B2
 21 QR—Q1 KKt—Kt3
 22 B—K2 Kt—R5ch
 23 K—B2 B—B3

If Q—QKt1, attempting to save the QP, then 24 Kt×B, K×Kt ; 25 Kt×P wins it all the same. For if 25...KKt×P ; 26 B×Kt, K×Kt ; 27 B×Pch, threatening B—K7.

Position after Black's 23rd move



24 Kt × B Q × Kt

If K × Kt, 25 Kt × P.

25 Q × P	P—Kt3
26 Q × Qch	K × Q
27 Kt—Kt3	K—B2
28 R—Q6	K—K2
29 R—Q2	K—B2
30 P—KB4	P × P
31 B × KBP	KKt—Kt3
32 B—KR6	R—R2
33 K—K3	QR—R1
34 Kt—B5	Kt—K2

Maroczy suggests 34..B—Q2; 35 P—Kt5, P × P; 36 R—KB1, B × Kt; 37 R × Bch, K—K3; 38 B × P, R—R6ch; 39 K—B2, R—KB1 as giving better prospects of a draw.

35 Kt × Kt	K × Kt
36 P—Kt5	K—K3
37 KR—Q1!	P × P
38 R—Q6ch	K—B2
39 B—R5ch	K—K2
40 B × Pch	K—B1
41 R—B1ch, and wins	

Boden's only win against Morphy in 11 games, of which 4 were drawn. The present game is conducted by him in masterly style, whereas Morphy, as in Game CXCVIII, seems decidedly out of form.

GAME CCII

London, 1858

PHILIDOR'S DEFENCE

White :	Black :
BODEN	MORPHY
1 P—K4	P—K4
2 Kt—KB3	P—Q3
3 P—Q4	P—KB4

Cp. Games LXXV, LXXVII, CXCII

4 B—QB4	QKt—B3
5 QP × P	QP × P
6 Q × Qch	Kt × Q
7 Castles	

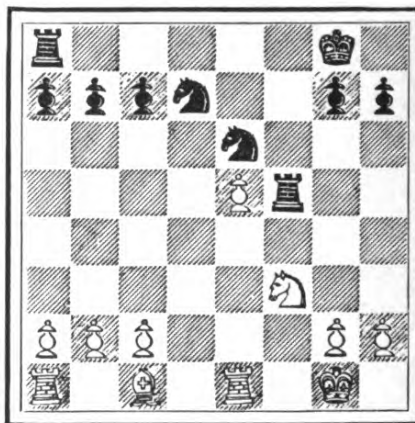
Up to this the same as Game LXXVII. Maroczy here suggests 7 P × P, P—K5; 8 Kt—Q4.

	P × P
8 Kt × P	Kt—KB3
9 R—K1	B—Q3
10 P—B4	B—K3
11 Kt—QB3!	Castles
12 Kt × P	B × Kt
13 P × B	Kt—Q2

If B × B, 14 P × Kt, P × P; 15 B—R6, R—B2; 16 Kt—Q6! (M.L.).

14 Kt—Q2	R—B4
15 B × Bch	Kt × B
16 Kt—B3	

Black to make his 16th move



R × Kt

Black's sacrifice is so far justified that he has small prospects of drawing the game without it.

17 P × R	Kt—Q5
18 B—B4	

Why this ? He might still play for a win with 18 R—B1, Kt × KP ; 19 K—Kt2.

	Kt × Pch
19 K—Kt2	Kt × R
20 R × Kt	R—K1
21 R—Q1	Kt—B1
22 K—B3	Kt—Kt3
23 K—K4	Kt × B
24 K × Kt	K—B2
25 P—KR4	K—K3
26 K—K4	R—KB1
27 R—KKt1	P—KKt3
28 P—R5	P × P
29 R—Kt7	R—B2
30 R—Kt5	R—B7
31 R × P	R × P
32 R—R6ch	K—K2
33 R × Pch	K—K3
34 R—R6ch	K—K2
35 R—R7ch	K—K3

Drawn

GAME CCIII

London, 1858

EVANS GAMBIT

White :	Black :
MORPHY	HAMPTON *
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B × P
5 P—B3	B—B4
6 Castles	P—Q3
7 P—Q4	P × P
8 P × P	B—Kt3
9 Kt—B3	Kt—B3 ?

Cp. Games CXXXVIII, CLXXV, CCXXXI.

* T. Hampton, Secretary St. George's Chess Club.

10 P—K5	P × P
11 B—R3 !	B—Kt5

In Game CLXXV Stanley played B × P. Here Black aims at protecting his KBP next move. But the manœuvre is too slow.

12 Q—Kt3	B—KR5
13 P × P	Kt—KKt5
14 QR—Q1	Q—B1
15 P—K6	P—B3
16 Q—Kt5	B—Kt3
17 B—Q5, and wins	

GAME CCIV

Birmingham, 1858

EVANS GAMBIT

White :	Black :
KIPPING	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B × P
5 P—B3	B—B4
6 P—Q4	P × P
7 P × P	B—Kt3
8 P—Q5	Kt—R4
9 B—Q3	P—Q3
10 B—Kt2	Kt—KB3

After White's P—Q5 this Knight is usually played to K2.

11 P—KR3 ?	Castles
12 Castles	Kt—R4

An excellent way of assuming the attack.

13 Q—Q2	P—KB4
14 Kt—R3	Kt—KKt6
15 R—K1	P × P
16 KB × P	B—KB4
17 B × B	Kt × B

18 R—K4 Q—Q2
19 B—B3

Black has a good answer to this.
19 QR—K1 was more useful.

20 Kt—B2 B—B4
 P—QKt3
21 Q—Kt5

Afraid to embark on the lines leading
from 21 B×Kt, P×B; 22 Q×P.
But he might at least play 21 B×
Kt.

22 QR—K1 QR—K1
 R×R
23 R×R P—KR3
24 Q—Kt4 R—B2
25 R—K6? P—B3
26 QKt—Q4 P×P
27 Q—Kt6 Kt—K2
28 Q—Kt3

J.L. gives 28 R×Kt as best for
White. If then Q×R, 29 Kt—K6.
And if R×R, 29 Kt—B5. The
contention seems right. After the
text-move Black wins by force of
numbers.

29 Kt×Kt QKt—B3
 Q×R
30 Kt—Q8 Q—Kt3,
 and wins

This and the following game were
played by Morphy after his loss to
Kipping in the blindfold exhibition
at Birmingham (Game CIV).

GAME CCV

Birmingham, 1858

EVANS GAMBIT

White :	Black :
MORPHY	KIPPING
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3

3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—R4
6 P—Q4	P×P
7 Castles	P—Q3
8 Q—Kt3	Q—B3
9 P—K5	P×KP
10 R—K1	B—Kt3

Kt—R3 is better.

11 B—Kt5	Q—B4
12 Kt×KP	Kt×Kt

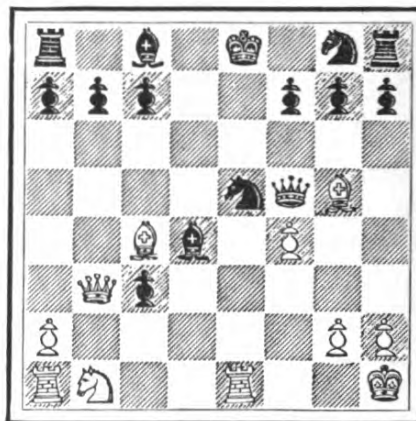
The order of the last three moves
varies in *J.L.* and the later authori-
ties. I have followed *M.L.*, as
giving the most logical order.

13 P—B4

Still stronger is 15 Q—Kt5*ch*, as
played in a correspondence game,
Cave-Greenwell, *B.C.M.*, 1891, p.
520.

	P×P <i>dis.ch</i>
14 K—R1	B—Q5

Position after Black's 14th move



15 Kt×P	K—B1
16 QR—Q1	Kt×B
17 Q×Kt	B—K3

The KB cannot be saved. If 17..
P—B4; 18 R×B, P×R; 19 Q—
Kt4*ch*.

18 Q × KB P—KB3
19 Kt—K4! P—QKt3

If P × B, 20 Kt × P, etc.

20 Kt—Kt3 Q—B4
21 Q × Qch P × Q
22 R × B P × B
23 P × P P—Kt3
24 P—KR4 K—B2
25 R—K5 P—KR3
26 Kt—K4 P × P
27 Kt × Pch K—B3
28 R—K6ch K—B4
29 R—Q5ch K—B5
30 R—K4ch Resigns

GAME CCVI

London, 1858

RUY LOPEZ

White : **Black :**

MEDLEY MORPHY
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 K—Kt—K2

The only time Morphy is known to have played this defence.

4 P—B3

P—Q4 is the usual move against the Cozio Defence, though some advocate Kt—B3. The text-move has little point in this variation.

5 B—R4 P—QR3
6 B—Kt3 P—QKt4
7 P × P P—Q4
8 P—Q4 Kt × P
9 Kt × P P × P
10 Q × Kt Kt × Kt
11 Castles B—K3
 P—QB4

12 Q—K5 P—B5
13 B—B2 B—Q3
14 Q—Q4

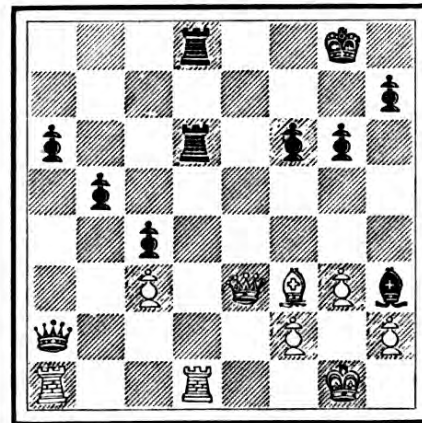
If 14 Q × P, K—Q2, followed by a strong K side attack.

Castles
15 Q—K4 P—Kt3
16 Q—B3 Q—R5
17 P—KKt3 Q—R6
18 B—K4 Kt—B2

Morphy takes liberties in this game. White need not have feared to play 19 B × R, R × B ; 20 Q—Kt2.

19 B—B4 QR—Q1
20 B × B R × B
21 Q—B4 KR—Q1
22 B—Kt2 Q—R4
23 B—B3 Q—QB4
24 Kt—R3 Kt—Q4
25 Q—K5 P—KB3
26 Q—K2 Kt × P
27 P × Kt Q × Kt
28 Q—K3 B—R6
29 KR—Q1

Position after White's 29th move



Q × RP!
30 Q—K7 Q—Kt7
31 Q × Rch ?

The game was lost anyhow, but this hastens matters. The continuation was: 31...R×Q; 32 R×Rch, K—Kt2; 33 QR—K1, Q×QBP; 34 R—K7ch, K—R3; 35 R—K3, Q—Kt7; 36 R—Q1, P—B6; 37 QR—K1, P—B7; 38 R—QB1, P—Kt5; 39 B—K4, P—Kt6, and Black wins.

GAME CCVII

London, 1858

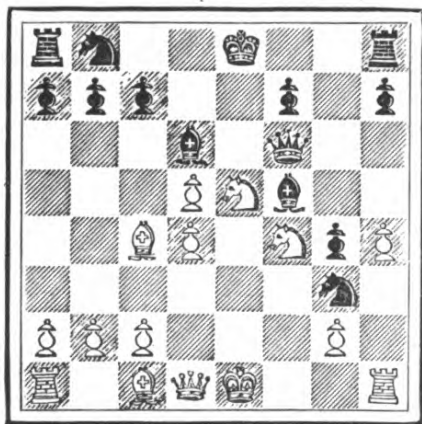
KIESERITZKY GAMBIT

White :	Black :
MORPHY	MEDLEY
1 P—K4	P—K4
2 P—KB4	P×P
3 Kt—KB3	P—KKt4
4 P—KR4	P—Kt5
5 Kt—K5	Kt—KB3
6 B—B4	P—Q4
7 P×P	B—Q3
8 P—Q4	Kt—R4
9 Kt—QB3	B—KB4
10 Kt—K2	Q—B3

Up to this the game is the same as CXC. Here, however, Bird (Black) played B×Kt, followed by P—B6. The best move is Q—K2.

11 QKt×P Kt—Kt6

Position after Black's 11th move



12 Kt—R5! Kt×Kt
13 B—KKt5 B—Kt5ch?

What would Morphy have done had Medley played 13...Q—Kt2? The annotators either say nothing or give 14 Castles, Kt—Kt6—some continuing 15 R×B, Kt×R; 16 Q×P, to which Kt—K2 is a more than adequate reply. However, after 14 Castles, Kt—Kt6, White has a better line of play: 15 B—Kt5ch, K—B1; 16 R×B, Kt×R; 17 Q×P, Kt—K2 (if B×Kt, 18 P×B); 18 R—KB1, B×Kt (if P—KB4, 19 R×Pch!); 19 P×B, and wins.

14 P—B3	Q—Q3
15 Castles	Kt—Kt2
16 R×B	Kt×R
17 Q×P	Kt—K2
18 R—K1	P—KR4
19 Q—B3	R—R2
20 B—Kt5ch	P—B3
21 P×P	P×P
22 Kt×P	Kt×Kt
23 B×Ktch, and wins	

GAME CCVIII

London, 1858

QUEEN'S FIANCHETTO DEFENCE

White :	Black :
MORPHY	OWEN
1 P—K4	P—QKt3
2 P—Q4	B—Kt2
3 B—Q3	P—K3
4 Kt—KR3	

Unusual, and inferior to either P—KB3, Kt—KB3 or Kt—K2.

	P—QB4!
5 P—QB3	P×P
6 P×P	Kt—QB3
7 B—K3	Kt—Kt5

8 Kt—B3	Kt × Bch
9 Q × Kt	B—Kt5
10 Castles KR	B × Kt
11 P × B	Kt—B3
12 P—K5	Kt—Q4
13 P—QB4	B—R3
14 B—Q2	R—QB1

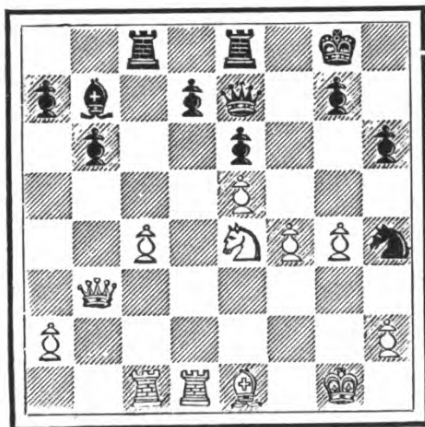
Black should castle first, to avoid 15 Q—KKt3, which would have led to a rapid success for White. Morphy, it is true, does not select this line. But, as against Medley, he plays here with the easy carelessness of one who knows he can beat his opponent. Owen, however, was much stronger than Medley.

15 QR—B1	Castles
16 Q—QKt3	Kt—K2
17 B—Kt4	R—K1
18 KR—Q1	Kt—B4

Kt—Kt3 looks more natural.

19 P—Kt4	Kt—R5
20 P—B4	P—B3
21 B—K1	P × P
22 QP × P	Q—K2
23 Kt—Kt5	P—R3
24 Kt—K4 !	B—Kt2

Position after Black's 24th move



25 Q—Q3

Not 25 Kt—Q6, because of Kt—B6ch, etc.

R—B1

Black is in sore straits. If he takes off the dangerous Knight, how is he to save his own except at the expense of his whole position ?

26 B × Kt	Q × B
27 Kt—B6ch !	R × Kt

If P × Kt, 28 Q—Kt6ch, K—R1 ; 29 R × P.

28 P × R	Q × KtPch
29 Q—Kt3	Q × Qch
30 P × Q	B—B3
31 P × P	K × P
32 K—B2	K—B3
33 P—Kt4	P—KR4 !
34 P—Kt5ch	

White's last two moves cost him the game. The K side advance was premature ; and now, trying to win in a drawn position, he loses.

	K—B4
35 K—K3	P—R5
36 R—Q2	P—R6
37 R—R2	B—Kt7
38 R—B2	P—Q4
39 P—Kt6	P × P
40 P—Kt7	R—KKt1
41 KR × B	P × R
42 R × KtP	K—B3
43 R—QB2	R × P
44 R × P	R—Kt6ch
45 K—K4	R—QR6
46 R—B2	R—R5ch

White resigns.

Owen's sole win against Morphy, either on level terms or at odds.

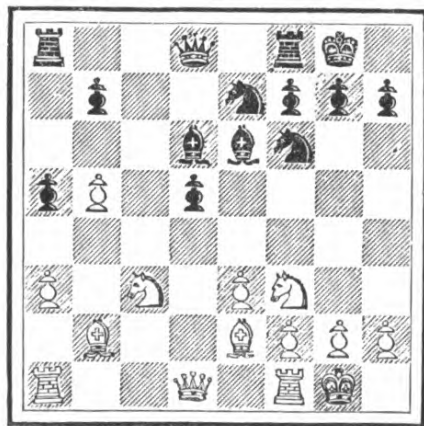
GAME CCIX*London, 1858***QUEEN'S GAMBIT DECLINED**

White :	Black :
OWEN	MORPHY
1 P—Q4	P—K3
2 P—QB4	P—Q4
3 P—K3	Kt—KB3
4 Kt—KB3	P—B4
5 Kt—B3	Kt—B3
6 P—QR3	B—Q3
7 QP×P	B×P
8 P—QKt4	B—Q3
9 P×P	

Up to now the moves are the same as in Game IX. Also the position, though not the order of the moves, is the same as Lasker-Tarrasch, 13th match game, 1908, which here continued : 9 B—Kt2, Castles ; 10 R—B1, P—QR4. Note Tarrasch's 10th move, which was hailed as " a new procedure in this form of the opening " !

	P×P
10 B—K2	Castles
11 Castles	P—QR4
12 P—Kt5	Kt—K2
13 B—Kt2	B—K3

Position after Black's 13th move



If we now compare the positions in this game and the Lasker-Tarrasch game of 1908 we find that the sole differences are that Lasker had played R—QB1 instead of Castling, while Tarrasch had played QKt—K4 instead of K2. Now, however, the two games rapidly diverge :

14 Kt—QR4	Kt—K5
15 Kt—Q4	Kt—QB4
16 Kt×B?	P×Kt
17 B—Kt4	Kt—B4
18 B×Kt	R×B
19 Kt×Kt	B×Kt
20 Q—Kt4	Q—K2
21 B—Q4	B×B
22 Q×B	R—QB1
23 Q—Kt6	R—B7
24 QR—B1?	KR×P!
25 QR×R	R×R
26 Q×RP	P—R3
27 R—B2	R—B8ch
28 R—B1	Q—B4
29 Q—Q2	R—B6
30 Q—Q4	Q×Q

After the exchange of Queens the position is won for Black, but the ending is not devoid of interest.

31 P×Q	R×P
32 R—B1	K—B2

32..R—QKt6 ; 33 R—B8ch, K—R2 ; 34 R—K8 is better for White.

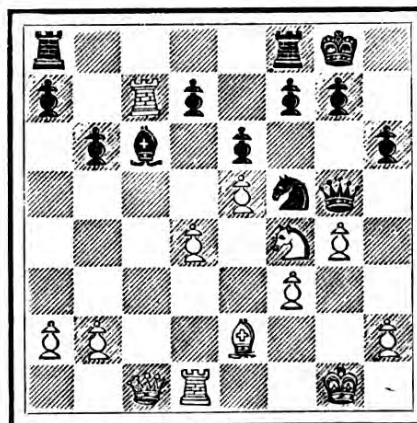
33 R—B7ch	K—B3
34 R×QKtP	R—Q6
35 K—B2	R×P
36 K—K3	P—K4
37 P—Kt6	R—QKt5
38 R—Kt8	K—K2
39 P—Kt7	K—Q2
40 R—Kt8	R×P
41 R×Pch	K—B3
42 R—Kt6ch	K—B4
43 R×P	R—Kt6ch

44 K—K2 P—K5
 45 R—R8 K—Q5
 46 R—KKt8 R—Kt7*ch*
 47 K—Q1 K—Q6,
 and wins

20 R—Q1 R—KB1
 21 Q—B1 Kt—B4
 22 P—KKt4 Kt—R5 ?

The right line was 22..Kt×P; 23 R×Kt, Q×P; 24 R×QP, B×R; 25 R×B, P—KKt4! (*M.L.*).

Position after White's 22nd move



GAME CCX

London, 1858

QUEEN'S FIANCHETTO DEFENCE

White :	Black :
MORPHY	OWEN
1 P—K4	P—QKt3
2 P—Q4	B—Kt2
3 B—Q3	P—K3
4 Kt—KR3	P—QB4
5 P—QB3	Kt—QB3

The method of procedure in Game CCVIII seems best for Black.

6 B—K3	Kt—B3
7 QKt—Q2	P×P
8 P×P	B—Kt5
9 Castles	B×Kt
10 Q×B	Kt—K2
11 P—B3	Kt—Kt3
12 QR—B1	Castles
13 B—KKt5	P—KR3
14 B×Kt	Q×B
15 P—K5	Q—R5
16 B—Kt5	KR—Q1
17 R—B7	B—B3

Proving White's 16th and 17th moves wrong. If now 18 B×B, P×B; 19 R×QBP, R×P, with advantage to Black. Morphy now is in difficulties. See what was said on Game CCVIII, move 14.

18 B—K2	Kt—K2
19 Kt—B4	Q—Kt4

23 K—B2	Q—Q1
24 R×B	P×R
25 Q×P	R—B1
26 Q—K4	Q—Kt4
27 B—Q3	P—Kt3
28 R—KKt1	R—B2
29 Kt—K2	P—B4 ? ?

K—R1 is the move, after which Black has a good defence.

30 KtP×P	Q×P
31 Q×Q	P×Q
32 Kt—B4	R—QB3
33 P—Q5	R—B4
34 Kt×P	Kt×Kt
35 R×Kt <i>ch</i> , and wins	

GAME CCXI

London, 1858

EVANS GAMBIT

White : Black :
MORPHY AMATEUR *

- | | |
|----------|--------|
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—B4 | B—B4 |
| 4 P—QKt4 | B×P |
| 5 P—B3 | B—B4 |
| 6 P—Q4 | P×P |
| 7 P×P | B—Kt3 |
| 8 B—KKt5 | |

An experiment—for this occasion only. Black can safely answer 8.. P—B3.

- | | |
|---------|-----------|
| | KKt—K2 |
| 9 Kt—B3 | Castles ? |

Still P—B3 should be played.

- | | |
|------------|--------|
| 10 P—Q5 | Kt—R4 |
| 11 P—Q6 ! | P×P |
| 12 Kt—Q5 | QKt—B3 |
| 13 Kt×Ktch | Kt×Kt |
| 14 Q×P | R—K1 |
| 15 R—QB1 ! | B—R4ch |

* *M.L.* gives Morphy's opponent as "S—s." One is tempted to identify him with F. L. Slous, on whom *see* p. 191 n.

- | | |
|----------|------|
| 16 K—B1 | K—B1 |
| 17 Q—B4 | P—Q4 |
| 18 B—Kt5 | |

The simple P×P is better. If then B—B2, 19 P—Q6.

- | | |
|---------------|----------|
| | B—Q2 |
| 19 Kt—K5 | B×Bch |
| 20 K—Kt1 | P—B4 |
| 21 P×BP | Q—Kt3 |
| 22 P—B6 | Kt—Kt1 ! |
| 23 P—B7 | KR—B1 |
| 24 P×Kt(Q) | K×Q |
| <i>dbl.ch</i> | |
| 25 Q—B7ch | K—R1 |
| 26 R×Rch | R×R |
| 27 Q×QP | P—KR3 |

This is a bad mistake, costing the Exchange. B—B5 left Black with none the worst of the game.

- | | |
|------------|---------|
| 28 Kt—B7ch | K—R2 |
| 29 Q—B5ch | Q—Kt3 |
| 30 Q×R | Q—Kt8ch |

Unnecessarily helping his opponent. Q×Kt is the only move.

- | | |
|------------|---------|
| 31 Q—B1 | Q—B4 |
| 32 B—K3 | Q×Kt |
| 33 Q—Kt1ch | Resigns |

THE FOLLOWING THREE GAMES were played by Morphy during his brief second visit to London, and are the only level off-hand games which can with certainty be referred to that period.

GAME CCXII

London, April 1859

EVANS GAMBIT

White :	Black :
MORPHY	LÖWENTHAL
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—B4
6 Castles	P—Q3
7 P—Q4	P×P
8 P×P	B—Kt3
9 P—Q5	QKt—K2

Cp. Games CXXVI, CLXXIII, CXCI, CCXXXII, CCXXXIII, and see especially the notes on the first of these.

10 P—K5 !	Kt—Kt3
11 P—K6	P×P
12 P×P	KKt—K2
13 Kt—Kt5	

Against Kennedy (CXXVI) Morphy played the superior Kt—B3.

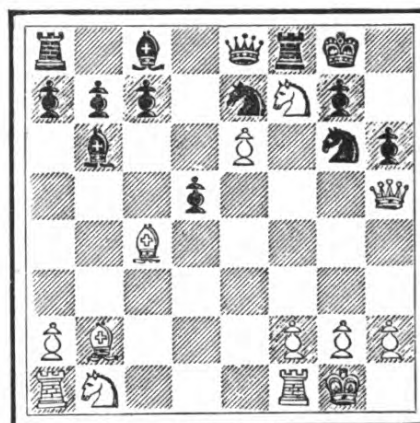
	Castles
14 Q—R5	P—KR3
15 Kt—B7	

Maroczy notes an interesting but unsound variation: 15 Q×Kt, Kt×Q; 16 P—K7*dis.ch*, P—Q4; 17 P×Q(Q), R×Q; 18 R—Q1, P—B3 !

	Q—K1
16 B—Kt2	P—Q4

This prevents White's threatened 17 Kt×Pch, P×Kt; 18 Q×P. If now 17 KB×P, Q—Kt4, etc.

Position after Black's 16th move



17 QB×P R×Kt

Black wins two pieces for the Rook. But 17.. QB×P; 18 B×R, Q×B; 19 Kt×Pch, K—Kt2; 20 B—Q3, Q—B3 was stronger still.

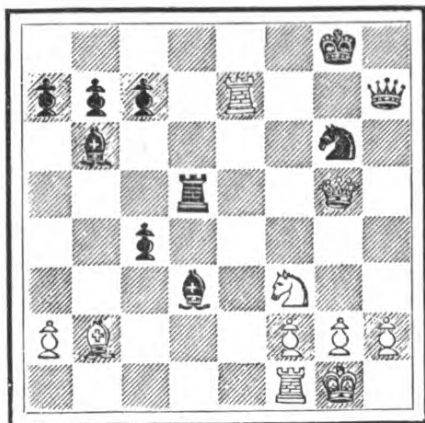
18 P×Rch	Q×P
19 B—Kt2	P×B
20 Kt—Q2	B—KB4
21 QR—K1	R—Q1
22 Kt—B3	B—Q6
23 Q×P	Q—R2

To stop White's Kt—Kt5. If 23.. B×R; 24 R×Kt, Q×R; 25 Q×Ktch, K—B1; 26 Kt—Kt5, B×Pch; 27 K—R1, R—Q8; 28 B—Kt7ch, Q×B; 29 Kt—K6ch, K—K2; 30 Q×Qch, K—Q3; 31 Q—B8ch, K×Kt; 32 Q—K8ch, and Black has to submit to perpetual check (Maroczy).

24 Q—Kt5 R—Q4
25 R × Kt

A singular position.

Position after White's 25th move



26 R × Q R × Q
27 K × R R × Pch
28 K × B B × Rch
29 Kt—Q2 K × R
30 Kt × P B—B4
31 Kt—K5 P—Kt4
32 B × Kt Kt × Kt
33 B—Q4 B—Q3

B × B also leads to a draw.

34 B—K3 P—B4
35 K—K2 P—R4
36 K—Q3 P—R5
37 B—B1 ! P—R6
38 K—K4 K—Kt3
39 P—B4 P—B5
40 B × P P—Kt5
41 K—Q4 P × B
42 K × P B × P
43 K—Kt3 B × P
44 K—B2 B—Q3
 Draw

GAME CCXIII

London, April 1859

RUY LOPEZ

White :	Black :
LÖWENTHAL	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 Castles	P—QKt4

A move not found again at this point in Morphy's games nor approved by the critics, though occasionally seen nowadays.

6 B—Kt3 B—B4

Tarrasch—Burn, Ostend, 1907, etd. : 6.. B—K2 ; 7 P—Q4, P—Q3. Lasker—Janowski, 9th match game, 1910, etd. : 6.. P—Q3, followed later by B—K2.

7 P—B3	P—Q3
8 P—Q4	P × P
9 P × P	B—Kt3
10 B—Kt5	B—Kt2
11 Kt—B3	Kt—K2
12 R—K1	P—R3
13 B—KR4	P—Kt4
14 B—Kt3	K—B1
15 Q—Q3	P—B4
16 P—K5 !	QP × P

If P—B5, 17 P × Kt, etc.

17 QB × P K—Kt2

And now if P—B5, 18 Q—K2.

18 Kt—K4

White had a still stronger line, 18 B × Ktch, K × B ; 19 Q—K3, etc.

B × Kt

19 Q × B	Kt—Kt3
20 Q—Kt7	R—QR2
21 Q—B6	P—B5
22 B—B2	B—B2

22.. Kt × B ; 23 P × Kt, Kt—Kt5 is better.

23 QR—Q1	Q—K2
24 KB × Kt	K × B
25 P—Q5	B × B
26 Kt × Bch	K—Kt2
27 Kt—Kt6	Q—Q1
28 Kt × R	K × Kt
29 P—Q6	K—Kt2
30 P—QR4	R—Q2
31 P × P	P × P
32 Q × KtP	R × P
33 R × R	Q × R
34 Q × P	P—R4
35 P—R3	Kt—Q2
36 R—K3	Kt—K4
37 R × Kt	Q × R
38 Q—B3, and wins	

GAME CCXIV

London, April 1859

EVANS GAMBIT

White :	Black :
MORPHY	LÖWENTHAL
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B × P
5 P—B3	B—B4
6 Castles	P—Q3
7 P—Q4	P × P
8 P × P	B—Kt3
9 P—Q5	Kt—K4

Inferior to his QKt—K2 in Game CCXII, and still more so to Kt—R4.

10 Kt × Kt	P × Kt
11 B—Kt2	Q—K2

P—B3 would save the loss of a Pawn as well as the disturbance of the King. But Black did not like the look of it.

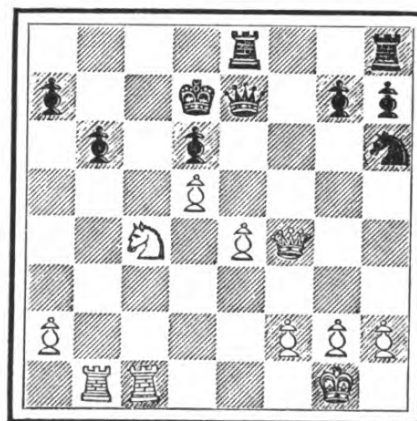
12 B—Kt5ch	B—Q2
------------	------

And now K—Q1 alone can save the Pawn.

13 B × Bch	K × B
14 Q—Kt4ch	P—B4
15 Q × Pch	K—K1
16 B × P	Kt—R3
17 Q—B4	K—Q2
18 Kt—Q2	QR—K1
19 Kt—B4	B—B4
20 QR—Q1	B—Q3
21 B × B	P × B
22 R—Kt1	P—QKt3
23 KR—B1	

Threatening 24 R × P, P × R ; 25 Kt × Pch, and mate next move.

Position after White's 23rd move



Q—B3

s

24 Q—K3	Kt—Kt5		If K×R, White mates in 4.		
25 Kt×Pch!	P×Kt		27 Q×P	Q×Pch	
If K—K2, 26 R—B7ch, K—B1; 27 Kt—Q7ch, etc.			28 Q×Q	Kt×Q	
			29 R—R7	Kt—R6ch	
26 R—B7ch	K—Q1		30 P×Kt	K—B1	
			31 K—B2, and wins		

SECTION IV

GAMES IN PARIS, 1858-9

MORPHY'S off-hand games in Paris during his first visit, including as they do 6 with Anderssen, 1 with Harrwitz, and 6 with Arnous de Rivière, are little inferior in interest to those played by him in London. In fact, opinions may differ as to the relative merits of these 13 games and the 24 games against Barnes, Bird, Boden, and Löwenthal; but the general average of the London contests will probably be admitted to be higher than that of the Paris contests. Morphy himself played with equal genius, for the most part, in both cities. In both, the stronger the opposition the better he played. With regard to Game CCXXV, it may be looked on as a "feeler," to discover what Harrwitz was like. It will be remembered that Morphy lost his first three games against Harrwitz—and then lost no more.

GAME CCXV

Paris, Dec. 1858

BISHOP'S GAMBIT

White :	Black :
ANDERSSSEN	MORPHY
1 P—K4	P—K4
2 P—KB4	P × P
3 B—B4	Kt—KB3

J.L. says: "This is a novelty and, originating with so talented a master, is deserving of consideration." But it was not a novelty. Morphy himself had played the move before (Game CLXXI); and *J.L.* elsewhere attributes it to Lichtenhein.

4 P—K5 ?

Much inferior to Kt—QB3.

	P—Q4
5 B—Kt3	Kt—K5
6 Kt—KB3	B—KKt5
7 Castles	Kt—QB3
8 B—R4	

If P—Q4, then Kt × QP! But White's game is evidently wrong when he is compelled to make this third move with his KB—and then a fourth.

	P—KKt4
9 B × Ktch	P × B
10 P—Q4	P—QB4
11 P—B3	B—K2
12 P—QKt4	P × KtP
13 P × P	Castles
14 Q—Kt3	

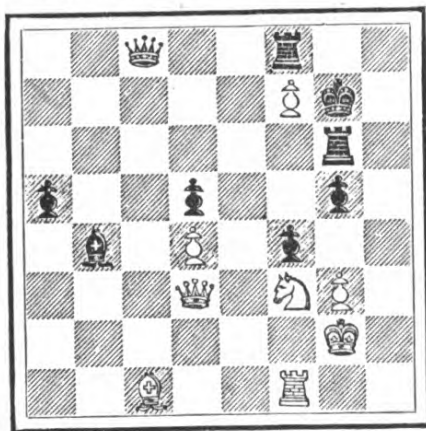
A good move is not to be found;

but Q—K1 is perhaps better than the text-move.

- | | |
|------------|---------|
| | R—Kt1 |
| 15 P—QR3 | P—QB4 ! |
| 16 Kt—B3 | Kt × Kt |
| 17 Q × Kt | P × KtP |
| 18 P × P | B × P |
| 19 Q—Q3 | P—QR4 |
| 20 P—R4 | P—R3 |
| 21 P × P | P × P |
| 22 P—Kt3 | R—Kt3 |
| 23 R—R2 | R—Kt3 |
| 24 R—KKt2 | B—KR6 |
| 25 P—K6 | B × R |
| 26 P × Pch | K—Kt2 |
| 27 K × B | Q—B1 |

“A move of high strategical genius,” says Steinitz.

Position after Black's 27th move



- | | |
|----------|----------------------------|
| 28 Kt—K5 | R—R3 |
| 29 P × P | KR—R1 |
| 30 P × P | R—R7ch |
| 31 K—Kt1 | R—R8ch |
| 32 K—B2 | KR—R7ch |
| 33 K—K3 | R—R6ch |
| 34 Kt—B3 | R × Ktch ! |
| 35 R × R | Q × Bch, and
mates in 2 |

GAME CCXVI

Paris, Dec. 1858

KIESERITZKY GAMBIT

White :	Black :
MORPHY	ANDERSEN

- | | |
|----------|--------|
| 1 P—K4 | P—K4 |
| 2 P—KB4 | P × P |
| 3 Kt—KB3 | P—KKt4 |
| 4 P—KR4 | P—Kt5 |
| 5 Kt—K5 | Kt—KB3 |

The Berlin Defence.

- 6 Kt × KtP

B—B4 is the usual move (as in Games CXC, CCVII). P—Q4 is also playable.

- | | |
|---------|--------|
| | Kt × P |
| 7 P—Q3 | Kt—Kt6 |
| 8 B × P | Kt × R |

Morphy himself considered this the best continuation for Black, who should get three pieces for his Queen. If Q—K2ch, then 9 B—K2, Q—Kt5ch ; 10 Q—Q2 ! (a move “invented by Mr. Baucher and endorsed by our leading players.”—*J.L.*) gives White the best of it.

- | | |
|------------|--------|
| 9 Q—K2ch | Q—K2 |
| 10 Kt—B6ch | K—Q1 |
| 11 B × Pch | K × B |
| 12 Kt—Q5ch | K—Q1 |
| 13 Kt × Q | B × Kt |
| 14 Q—Kt4 | |

If 14 Kt—B3, Black replies R—K1, which is also the best answer to the text-move.

- | | |
|-----------|-------|
| | P—Q3 |
| 15 Q—KB4 | R—Kt1 |
| 16 Q × BP | |

Up to this the moves are the same

as in Game CCXXI, played two months earlier. Morphy's 16 Q × BP is better than Baucher's 16 Kt—B3 there.

B × Pch

Black has a better resource in 16.. R—B1, and if 17 Q × P, Kt—Kt6.

17 K—Q2 R—K1
18 Kt—R3 Kt—R3 ?

Now Kt—Kt6 is necessary, and if 19 Kt—Kt5, B—K2, remaining with a full equivalent for the Queen.

19 Q—R5 B—B3
20 Q × Kt B × P
21 Q—R4ch K—Q2
22 R—Kt1 B × Kt
23 Q—R4ch Resigns

GAME CCXVII

Paris, Dec. 1858

KIESERITZKY GAMBIT

White :	Black :
ANDERSEN	MORPHY
1 P—K4	P—K4
2 P—KB4	P × P
3 Kt—KB3	P—KKt4
4 P—KR4	P—Kt5
5 Kt—K5	Kt—KB3
6 Kt × KtP	P—Q4

J.L. attributes this move (in place of the usual Kt × P) to A. de Rivière, and commends it highly.

7 Kt × Ktch Q × Kt
8 Kt—B3

Better than Q—K2, as played in Game CCXIX.

Q—KKt3

M.L. prefers 8.. Q—Kt2, with the probable continuation 9 Q—B3, B—Q3; 10 Kt × P, Kt—B3; 11 P—B3, Kt—K4.

9 Q—B3 B—Q3
10 B—Q3

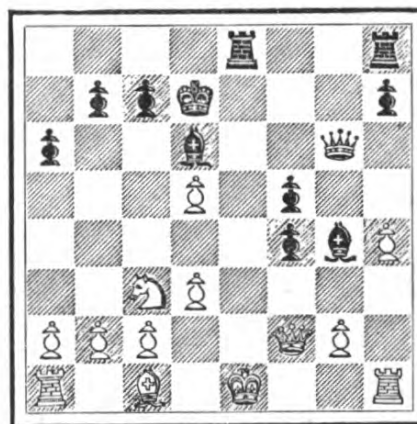
Better was 10 Kt × P, Kt—B3 (if B—KKt5, 11 Q × B !); 11 B—Kt5.

11 Q—B2 B—KKt5
12 P × P Kt—Q2
13 B—Kt5 P—KB4
14 B × Ktch P—QR3
 K × B

White's last two moves have only developed Black's game, enabling the QR to come into action.

15 P—Q3 QR—K1ch

Position after Black's 15th move



16 K—B1 KR—Kt1
17 R—R2

If 17 B × P, B × B; 18 Q × B, B—K7ch. And if 17 B—Q2, B—B4; 18 Q × B, B—K7ch.

18 P—B6
18 P—KKt3 B—R4
19 B—Kt5

If 19 B—B4, B × B; 20 P × B, R—

K7 ; 21 Kt×R, P×Ktch ; 22 K—K1, Q—Kt8ch, etc.

	P—R3
20 Q—R7	P×B
21 Kt—R4	P×P
22 Q×KtP	P×P
23 Kt—Kt6ch	K—K2
24 R—K1ch	K—B2,
	and wins

GAME CCXVIII

Paris, Dec. 1858

KING'S KNIGHT'S GAMBIT

White :	Black :
MORPHY	ANDERSSSEN
1 P—K4	P—K4
2 P—KB4	P×P
3 Kt—KB3	P—KKt4
4 B—B4	B—Kt2
5 Castles	P—Q3
6 P—B3	

Morphy considered White's 5th and 6th moves the best possible. 6 P—Q4, however, was (and still remained into modern days) more usual, the continuation being 6..P—KR3 ; 7 P—B3, Q—K2 ; 8 Kt—R3.

Kt—QB3

P—KR3 should have been played here, to guard against White's threat of Kt×P.

7 Q—Kt3 Q—K2

7..Kt—R4 leads to nothing, for then 8 B×Pch, K—B1 ; 9 Q—Q5 or R4, White having the better game in either case.

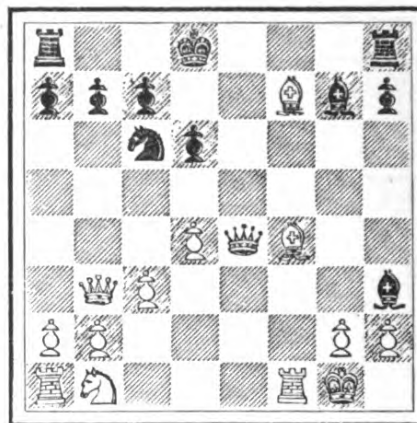
8 P—Q4 Kt—B3

Again P—KR3 would have been better.

9 Kt×P	KKt×P
10 B×Pch	K—Q1
11 Kt×Kt	Q×Kt
12 B×P	B—R6

Ingenious but unsound, as Morphy shows.

Position after Black's 12th move



13 P×B	Kt×P
14 Kt—Q2	

14 B—Kt5ch, K—Q2 ; 15 Q—Q5 was simpler still (Maroczy).

	Kt—K7ch
15 K—B2	Q×Bch
16 K×Kt	Q—Kt4
17 QR—K1	B—R3
18 Q—Q5	R—K1ch
19 K—Q1, and wins	

GAME CCXIX

Paris, Dec. 1858

KIESERITZKY GAMBIT

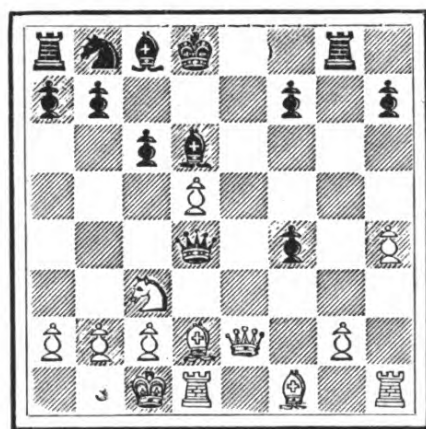
White :	Black :
ANDERSSSEN	MORPHY
1 P—K4	P—K4
2 P—KB4	P×P

3 Kt—KB3	P—KKt4
4 P—KR4	P—Kt5
5 Kt—K5	Kt—KB3
6 Kt × KtP	P—Q4
7 Kt × Ktch	Q × Kt
8 Q—K2	

See Game CCXVII, where 8 Kt—B3 was played.

	B—Q3
9 Kt—B3	P—B3
10 P—Q4 !	Q × P
11 B—Q2	R—Kt1
12 P × Pdis.ch	K—Q1
13 Castles	

Position after White's 13th move



Giving up the Exchange and securing in return a tremendous attack. In none of his other games against Morphy does Anderssen show his skill so brilliantly.

	B—KKt5
14 Q—K4	Q × Q
15 Kt × Q	B × R
16 Kt × B	B—R4
17 B × P	P × P
18 Kt × KtPch	K—K2
19 B—QKt5	R × P

Black's game is very difficult, and he has no time for this capture. P—QR3 would have enabled him

to free his position a little, making a square for the QR.

20 R—K1ch	K—B3
21 R—K8	B—Kt3
22 Kt—Q6	Kt—B3

If B—K5, then 23 B—K5ch, K—Kt3; 24 Kt × B, P × Kt; 25 R—Kt8ch, etc. But 22..K—Kt2 also averts the threatened mate and seems to offer chances of a longer resistance. If in reply 23 R—QB8, then P—B3.

23 R × R	R × Pch
24 K—Q1	Kt—Q5
25 R—K8	B—R4ch
26 K—K1	Kt—B6ch
27 K—B1	R × P
28 B—K2	R × P
29 B—Kt5ch	Kt × B
30 P × Ktch	K × P
31 R—K5ch	K—B3
32 R × B	Resigns

GAME CCXX

Paris, Dec. 1858

KING'S KNIGHT'S GAMBIT

White :	Black :
MORPHY	ANDERSEN
1 P—K4	P—K4
2 P—KB4	P × P
3 Kt—KB3	P—KKt4
4 B—B4	B—Kt2
5 Castles	P—Q3
6 P—B3	Kt—QB3
7 Q—Kt3	Q—K2
8 P—Q4	P—QR3

This experimental move, like his Kt—B3 in Game CCXVIII (up to this point the same as this), give

Anderssen a decided inferiority. In fact, the text-move loses.

9 Kt × P ! Q × Kt
10 B × Pch K—Q1

If K—B1, 11 B × P, etc.

11 B × P Q—K2
12 B × Kt B—Kt5
13 Kt—Q2 K—Q2
14 B—Q5 Kt—Q1
15 B × KtP Kt × B
16 Q × Kt P—QR4
17 B × P ! B × Pch
18 P × B Q × B
19 R—B7ch, and wins

GAME CCXXI

Paris, Oct. 1858

KIESERITZKY GAMBIT

White : **Black :**

BAUCHER MORPHY

1 P—K4 P—K4
2 P—KB4 P × P
3 Kt—KB3 P—KKt4
4 P—KR4 P—Kt5
5 Kt—K5 Kt—KB3
6 Kt × KtP Kt × P
7 P—Q3 Kt—Kt6
8 B × P Kt × R
9 Q—K2ch Q—K2
10 Kt—B6ch K—Q1
11 B × Pch K × B
12 Kt—Q5ch K—Q1
13 Kt × Q B × Kt
14 Q—Kt4 P—Q3
15 Q—KB4 R—Kt1
16 Kt—B3 ?

Morphy did his present opponent the honour of adopting his first 15 moves in a game against Anderssen two months later. See Game CCXVI. At this point, however,

Morphy played the better continuation 16 Q × BP.

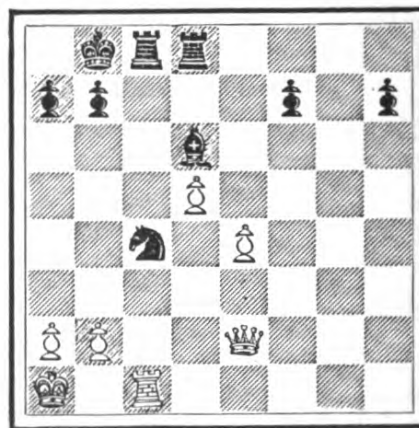
B—K3
17 B—K2 Kt—B3
18 Castles Kt—Kt6
19 B—B3 Kt—B4
20 P—Q4 Kt × RP
21 K—Kt1 Kt × B
22 P × Kt P—Q4
23 Kt—Kt5 R—QB1
24 P—B4 K—Q2
25 P × P B × P
26 Kt—B3 B—Q3
27 Q—B5ch B—K3
28 Q—QKt5 K—B2
29 K—R1 B—Q2
30 Kt—Q5ch K—Kt1
31 Kt—B6 KR—Q1
32 P—Q5

If 32 Kt × Bch, R × Kt ; 33 P—Q5, Kt—K4 ; 34 P—B4, Black continues KR—B2 !

Kt—K4
33 Q—K2 B—KB4
34 Kt—K4 B × Kt
35 P × B Kt—B5
36 R—QB1 P—Kt4

B—K4 was stronger still, for White cannot then win the Knight without losing his Queen.

Black to make his 36th move



37 P—K5	Kt × KP
38 Q × Pch	K—R1
39 R—Q1	R—B7
40 Q—R6	P—B4
41 K—Kt1	R—B2
42 R—KB1	Kt—B5
43 R—B2	R—QKt1
44 P—Kt3	B—R6

White resigns.

GAME CCXXII*Paris, 1858***IRREGULAR OPENING**

White :	Black :
MORPHY	A. BOTTIN
1 P—K4	P—K4
2 P—QB3	

The only time Morphy is known to have adopted this unusual (though ancient) second move. Nor is any instance of the Ponziani proper recorded in his games.

Kt—KB3

Kt—QB3 might have led to the Ponziani. But the best move is 2..P—Q4.

3 P—Q4	Kt × P
4 P × P	B—B4 ? ?
5 Q—Kt4 !	Kt × KBP

B × Pch is no better.

6 Q × KtP	R—B1
7 B—KKt5	P—KB3
8 P × P	R × P ?
9 B × R	B—K2
10 Q—Kt8ch	Resigns

After the conclusion of the game Morphy and his opponent tried other variations for Black on his

8th move, of which the best was the following :

8..P—Q4 ; 9 B—K2, B—KKt5 ; 10 B × B, Kt × B ; 11 P—B7ch, R × P ; 12 Q × Rch, K × Q ; 13 B × Q, Kt—B7 ; 14 B—R4, Kt × R ; 15 Kt—B3, Kt—B3 ; 16 QKt—Q2, R—KKt1 ; 17 K—B1, P—Q5 ; 18 P × P (Kt—Kt3 is apparently quicker), Kt × P ; 19 Kt × Kt, B × Kt ; 20 Kt—B3, B—Kt3 ; 21 R—K1, P—KR3 ; 22 R—K7ch, K—B1 ; 23 Kt—K5, R—Kt2 ; 24 Kt—Q7ch, K—Kt1 ; 25 R × Rch, K × R ; 26 Kt × B, P × Kt ; 27 P—KKt4, K—Kt3 ; 28 K—Kt2, P—R4 ; 29 P—KR3, and White won.

GAME CCXXIII*Paris, 1859***BISHOP'S GAMBIT**

White :	Black :
J. BUDZINSKY	MORPHY
1 P—K4	P—K4
2 P—KB4	P × P
3 B—B4	P—Q4
4 B × P	Kt—KB3
5 Kt—QB3	B—QKt5
6 P—Q3 ?	

Kt—B3 is the right move.

	Kt × B
7 P × Kt	Castles
8 Q—B3	R—K1ch
9 Kt—K2	B × Ktch
10 P × B	Q—R4ch
11 P—Kt3	B—Kt5

Winning a piece and the game.

GAME CCXXIV

Paris, 1859

PETROFF'S DEFENCE

White :	Black :
MORPHY	BUDZINSKY
1 P—K4	P—K4
2 Kt—KB3	Kt—KB3
3 Kt × P	P—Q3
4 Kt—KB3	Kt × P
5 P—Q4	P—Q4
6 B—Q3	B—K2
7 Castles	Kt—QB3
8 P—B4	B—K3
9 Q—Kt3	

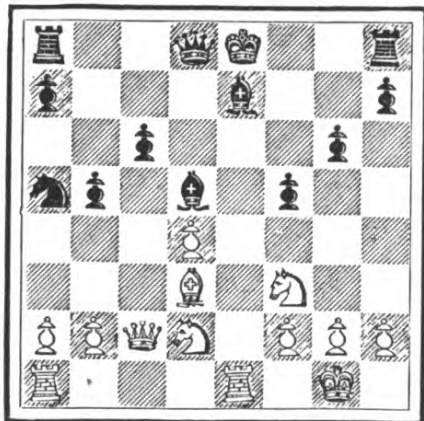
At this point Löwenthal played the superior 9 Kt—B3 against Morphy (Game XXIV).

Kt—R4

P × P is better, and if 10 Q × KtP, B—Q4.

10 Q—R4ch	P—B3
11 R—K1	P—KB4
12 P × P	B × P
13 B—Q2	Kt × B
14 QKt × Kt	P—QKt4
15 Q—B2	P—Kt3

Position after Black's 15th move



16 R × Bch

Maroczy commends B × BP first (precluding the variation mentioned on the 18th move).

K × R

If Q × R, 17 R—K1, B—K3; 18 P—Q5, P × P; 19 Kt—Q4.

17 R—K1ch K—B2

K—B3 is better. But 17..K—Q2 or Q3 leads to speedy ruin.

18 B × BP P × B

And here Q—B3 is better.

19 Q × Pch Q—B3

If K—Kt2, 20 Q—Kt4ch and 21 R—K5.

20 Kt—K5ch K—Kt2

21 Q—Kt4ch K—R3

22 R—K3 B × KtP

23 K × B KR—KKt1

24 R—R3ch, and mates next move

GAME CCXXV

Paris, Sept. 1858

KIESERITZKY GAMBIT

White :	Black :
HARRWITZ	MORPHY
1 P—K4	P—K4
2 P—KB4	P × P
3 Kt—KB3	P—KKt4
4 P—KR4	P—Kt5
5 Kt—K5	Kt—KB3

On this and on Black's 7th move, see Game CLVII, note on move 5.

6 B—B4	P—Q4
7 P × P	B—Q3

8 P—Q4 Kt—R4

Staunton, when playing this line as Black in a match-game against v. d. Lasa, claimed it as a novelty which puts an end to White's attack. V. d. Lasa continued 9 Kt×KtP and lost. 9 Kt—QB3, as played by Morphy in Games CXC and CCVII, seems best. 9 Castles is perilous, while the move adopted by Harrwitz, 9 B—Kt5ch, met with more success than was due to it on account of Morphy's inferior 10th move.

9 B—Kt5ch P—B3
10 P×P Castles ?

10..P×P was much better. If then 11 Kt×QBP, Kt×Kt; 12 B×Ktch, K—B1; 13 B×R, Kt—Kt6; 14 R—R2, Q—K2ch; 15 K—B2, Kt—K5ch; 16 B×Kt, P—Kt6ch. Or 16 K—Kt1, P—Kt6; 17 R—R1, Kt—B7, etc.

11 P×P B×P
12 Q×Pch Kt—Kt2
13 B×P Q—Kt3
14 Kt—QB3 B×Kt

Not Q×P because of 15 R—Q1.

15 B×B P—B3
16 B—Kt3 Kt—R3
17 Castles KR QR—Q1
18 QR—Q1 K—R1
19 B×Kt B×B
20 KR—K1 B—B1
21 Q—B3 B—Kt2
22 Q—Q3 R—Q2
23 Q—Kt5 Q—Q1
24 P—Q5 Kt—B4
25 B—B2 R—Kt1
26 Q—Q3

He must bring the Queen back to meet the coming attack on the K side.

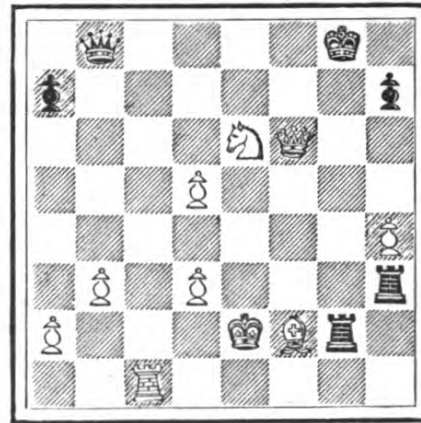
QR—Kt2

27 Q×Kt R×Pch
28 K—B1 B—R3ch
29 Kt—K2

M.L. suggests R—Q3 at once.

30 R—Q3 Q—Q3
31 P×B B×R
32 Kt—B4 R—R7
33 K—K2 R—R8ch
34 Kt—K6 R—R7
35 R—QB1 R—Kt3
36 P—Kt3 Q—Kt1
37 Q×BPch KR—Kt7
38 K—K3 K—Kt1
39 K—K2 R—R6ch

Black to make his 39th move



R×Bch

It is indeed a case of a good man struggling against adversity. Morphy has fought splendidly to reduce the odds and is now just frustrated by White's 40th and 41st moves. Of course, 40 K×R was immediately fatal.

40 Q×R R—R7
41 R—Kt1ch K—R1
42 R—Kt2 Q—K4ch
43 K—B3 Q×Pch
44 K—Kt3 R×Rch
45 Q×R Q×Kt

46 Q—R8ch K—Kt2

47 Q × Pch, and wins

This was the first meeting between Morphy and Harrwitz, being an off-hand game played at the Café de la Régence just before the match. See last note on Game XLII.

GAME CCXXVI

Paris, 1858

SICILIAN DEFENCE

White :	Black :
MORPHY	JOURNOUD
1 P—K4	P—QB4
2 P—Q4	P × P
3 Kt—KB3	P—K4 ?

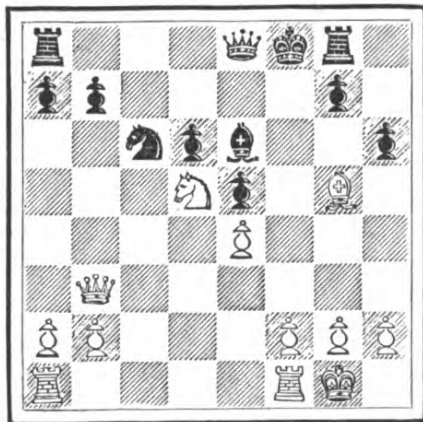
See Game CXIII.

4 B—QB4 B—K2 ?

Q—B2 is the best move in the situation.

5 P—B3	P—Q3
6 Q—Kt3	P × P
7 B × Pch	K—B1
8 QKt × P	Kt—QB3
9 B × Kt	R × B
10 Castles	Q—K1
11 Kt—KKt5	B × Kt
12 B × B	B—K3
13 Kt—Q5	P—KR3

Position after Black's 13th move



14 P—B4 ! Q—Q2

15 P × Pdis.ch K—K1

16 Kt—B7ch Q × Kt

17 Q × Bch, and wins

GAME CCXXVII

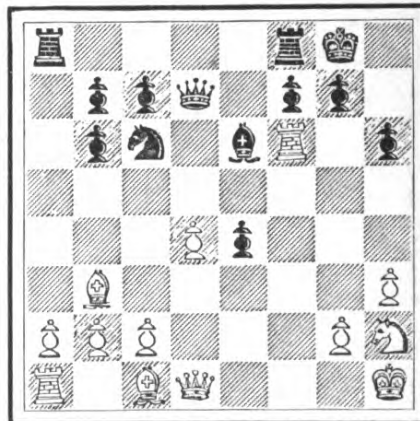
Paris, 1858 or 1859

GIUOCO PIANO

White :	Black :
JOURNOUD	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 Kt—B3	P—Q3
5 P—KR3 ?	B—K3
6 B—Kt3	Kt—B3
7 P—Q3	Q—Q2
8 Castles	Castles KR
9 K—R1	P—KR3
10 Kt—R2	P—Q4
11 P—B4	QP × P
12 BP × P	Kt × P
13 Kt—R4	B—Kt3
14 Kt × B	RP × Kt
15 P—Q4	Kt—B3
16 R × Kt	

White does not get enough compensation for the Exchange. He must have overlooked the force of Black's 19th move.

Position after White's 16th move



	P × R
17 B × P	KR—Q1
18 Q—K1	Kt—K2
19 Q—R4	Kt—Kt3
20 Q × BP	Q × P
21 Q—B1	B × B
22 BP × B	R—R4
23 Kt—Kt4	P—KB4
24 B—K3	Q—Q6
25 Kt—R6 <i>ch</i>	K—R2
26 Q—B1	R—Q2
27 B—Kt5	Q—Kt6
28 Q—K3	Q × Q
29 B × Q	P—B5

The only remaining interest lies in the way Morphy traps the opposing Knight.

30 Kt—Kt4	P × B
31 Kt—B6 <i>ch</i>	K—Kt2
32 Kt × R	R—Q4
33 R—K1	R × Kt
34 R × P	R—Q5
35 K—R2	Kt—R5
36 P—KKt4	K—B3
37 P—R4	K—Kt4
38 K—Kt3	R—Q7

White resigns.

He can only delay mate for one move.

GAME CCXXXVIII

Paris, 1859

KBP OPENING

White :	Black :
LAROCHE	MORPHY
1 P—KB4	P—K3
2 P—K4 ?	P—Q4
3 P—K5	

Morphy has now induced his opponent to play a variation in the French Defence unfavourable to White.

	P—QB4
4 Kt—KB3	Kt—QB3
5 P—B4	

P—B3 was played later by Rosenthal in this position (*C.C.*, p. 220).

	P—Q5
6 P—Q3	Kt—R3
7 B—K2	B—K2
8 QKt—Q2	Castles
9 Kt—K4	P—B4
10 QKt—Kt5	Kt—B2
11 Kt × Kt	R × Kt
12 Castles ?	P—QKt3
13 B—Q2	B—Kt2
14 P—KR3	P—KR3
15 Kt—R2	P—KKt4

Black has the attack on the K side, which shows the unwisdom of White's 12th move.

16 B—KB3	R—Kt2
17 P—R3	Q—B2
18 Q—K2	P × P
19 B × P	B—Kt4
20 B × B	R × B
21 QR—K1	K—R2
22 K—R1	QR—KKt1
23 R—B2	Kt—K2
24 B × B	Q × B
25 Q—B3	Q—B2
26 P—KKt4 ?	Kt—Kt3
27 Q—K2	Kt—R5
28 Kt—B3	Q—QKt2
29 K—R2	Kt × Kt <i>ch</i>
30 Q × Kt	Q × Q
31 R × Q	P × P
32 R—B6	R—R4
33 R × KP	R × P <i>ch</i>
34 K—Kt2	R × P
35 R—KB1	P—Kt6
36 QR—B6	R—Q7 <i>ch</i>
37 K—Kt1	R—R7
38 R—B7 <i>ch</i>	R—Kt2
39 R × R <i>ch</i>	

KR—K7 was better ; but nothing could save the game.

	K × R
40 R—KB6	R—K7
41 R—B3	R—K6
42 R—B1	P—Q6
43 K—Kt2	P—Q7
44 R—Q1	R—Q6
45 K—B1	K—B2
46 K—K2	R—Q5
47 K—B3	K—K3
48 K × P	K × P
49 K—B3	R—Q6 <i>ch</i> , and wins

GAME CCXXIX

Paris, 1859

EVANS GAMBIT

White :	Black :
MORPHY	LAROCHE
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B × P
5 P—B3	B—R4
6 P—Q4	Kt—B3 ?

A very inferior continuation, as Morphy shows at once.

7 P × P	Kt—KKt5
8 B—KKt5	P—B3

If Kt—K2, 9 P—KR3, Kt—R3 ; 10 Q—Q2, etc.

9 P × P	Kt × P (B3)
---------	-------------

P × P is better.

10 P—K5	P—KR3
11 P × Kt	P × B
12 P × P	Q—K2 <i>ch</i>
13 Q—K2	Resigns

GAME CCXXX

Paris, 1859

EVANS GAMBIT

White :	Black :
A. DE RIVIÈRE	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B × P
5 P—B3	B—B4
6 Castles	P—Q3
7 P—Q4	P × P
8 P × P	B—Kt3
9 B—Kt2	Kt—B3
10 QKt—Q2	Castles
11 P—KR3 ?	

Up to this point *cp.* Games LXI, LXXXII. Various moves find favour now with various analysts, for whose views *see* Game LXI. After the text-move Black breaks up White's centre.

	P—Q4
12 P × P	Kt × P
13 Kt—K4	B—KB4
14 Kt—Kt3	B—Kt3
15 Kt—K5	Kt—B3
16 Kt × B	

16 Kt × Kt, followed by 17 Q—R4, is better.

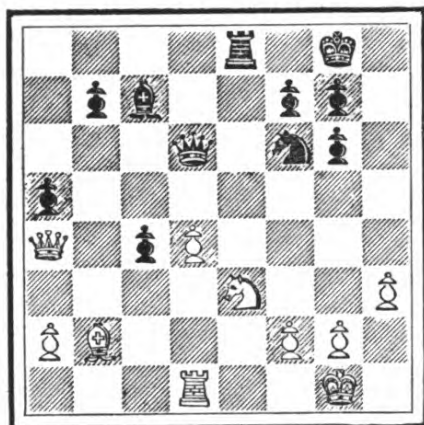
	RP × Kt
17 B—R3 ?	R—K1
18 Q—Kt3	Q—Q2
19 QR—Q1	Kt—QR4

Black might safely capture the QP here.

20 Q—Q3	QR—Q1
21 B—Kt2	Kt × B
22 Q × Kt	Q—Q4
23 Q—R4	P—B3

24 R—Q3	P—B4
25 KR—Q1	P—B5
26 R—K3	B—B2
27 Kt—B1	P—R4
28 R × Rch	R × R
29 Kt—K3	Q—Q3

Position after Black's 29th move



30 Q × BP

If 30 P—Kt3, R × Kt. And if 30 Kt—Kt4, R—K7; 31 Kt × Ktch, P × Kt, and White has no defence—e.g. 32 B—B3, Q—B5; 33 B—K1, Q × QP.

	Q—R7ch
31 K—B1	Kt—K5

Threatening Kt—Kt6ch.

32 B—B1	B—B5
33 Q—B2	B × Kt
34 B × B	Q—R8ch
35 K—K2	Q × KtP
36 K—Q3	Q—B6
37 R—K1	Q—B4
38 K—K2	Q—R4ch
39 K—Q3	Q—Kt4ch
40 Q—B4	Kt × Pch
41 B × Kt !	

If 41 K—B3, then Black wins the Queen with R × Bch, 42 R × R, Kt—Q8ch, etc.

	Q—B4ch
42 K—Q2	Q × Bch
43 R—K2	R × Rch
44 Q × R	Q × Qch, and wins

GAME CCXXXI*Paris, 1858***EVANS GAMBIT****White : Black :****MORPHY A. DE RIVIÈRE***(First 8 moves as in Game CCXXX)*

9 Kt—B3 Kt—B3 ?

Cp. Games CXXXVIII, CLXXV, CCIII.

10 P—K5 P—Q4 ?

This only makes matters worse.

11 P × Kt	P × B
12 P × P	

J.L. suggests 12 P—Q5, Kt—R4; 13 Q—K2ch, K—B1; 14 B—R3ch, K—Kt1; 15 B—K7, etc.

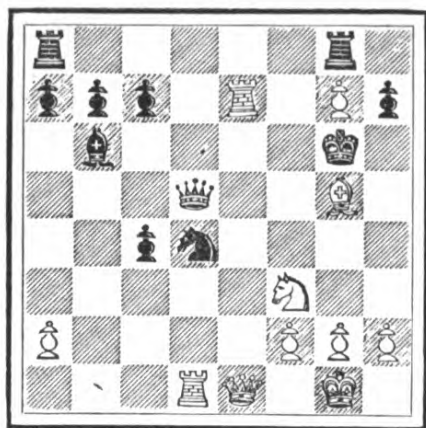
	R—KKt1
13 R—K1ch	B—K3
14 P—Q5	

B—Kt5 at once is better still.

	Q—B3
15 B—Kt5	Q × QKt
16 P × B	Q—Q6
17 P × Pdbl.ch	K × P
18 R—K7ch	K—Kt3
19 Q—K1	Q—Q4
20 R—Q1	Kt—Q5

If Q—QB4, mate in 2 follows.

Position after Black's 20th move



21 R × Kt ! B × R
 22 Q—Kt1ch, and mates in 6

GAME CCXXXII*Paris, 1858***EVANS GAMBIT****White :** **Black :****A. DE RIVIÈRE** **MORPHY***(First 8 moves as in Game CCXXX)*

9 P—Q5 Kt—R4 !
 10 B—Q3

Better than Morphy's 10 P—K5 in
 Game CXCI.

11 B—Kt2 Kt—K2
 Castles
 12 QKt—Q2 Kt—Kt3
 13 Kt—Q4 Q—B3

A risky-looking move, and the
 Queen cannot stay here. Kt—KB5
 is possibly Black's best.

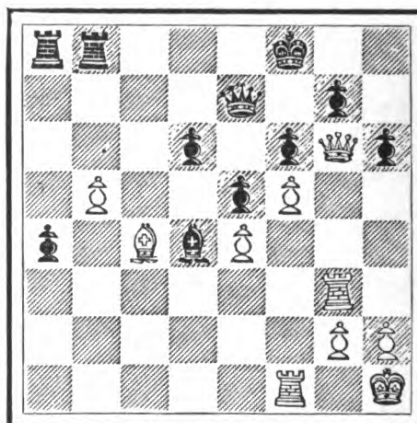
14 QKt—B3 B—Kt5
 15 Q—B2 B × Kt
 16 Kt × B Kt—K4
 17 K—R1 Q—K2

18 Kt × Kt P × Kt
 19 P—B4 P—KB3
 20 Q—B3 B—Q5
 21 Q × Kt B × B

Now there are Bishops of opposite
 colours, which serves to explain
 White's 20th move. But Black
 plays to win, as his 28th move
 shows—and thereby nearly loses.

22 QR—Kt1 P—QKt3
 23 Q—Q2 B—Q5
 24 P—B5 P—QR3
 25 B—B4 Q—Q3
 26 P—QR4 KR—Kt1
 27 R—Kt3 K—B1
 28 Q—K2 P—QKt4
 29 P × P P—QR4
 30 R—KKt3 P—R5
 31 Q—R5 P—R3
 32 Q—Kt6 Q—K2
 33 P—Q6 P × P

Position after Black's 33rd move



34 Q × RP

Very pretty, but not conclusive,
 whereas Q—R7 forced an immediate
 win.

35 Q—R8ch Q—KB2

Again Q—R7 was the best move. If then 35.. Q × B, 36 Q × Pch, K—K1; 37 Q—R8ch, K—K2; 38 R—Kt7ch—White coming out with Q and P against R and B.

36 R × P K—K2

Now White can win the Exchange by Q × R; but he was justified in playing for more. There was more, but for the mistake on the 41st move.

37 R × Qch R × Q
38 R × P K—K1
39 B—R2 P—R6
40 P—Kt6 R—QB1
41 P—Kt7 ? K—Q2

41 B—K6ch!, K—B3; 42 B × R, R × B; 43 R—B1ch, K—Kt2; 44 R—KB7ch, K—Kt1; 45 R × Rch, K × R; 46 R—QR7 wins. Or if 42.. P—R7, 43 P—Kt7, K—B2; 44 R × P, P—R8(Q); 45 R × Q, B × R; 46 R—B6ch, K—Kt1; 47 R—QR6 wins.

42 B—K6ch R—B7
43 R—QKt1 K—B2
44 R—QKt1 K—Kt1

If P—R7, 44 P—Kt8(Q)ch, R × Q; 45 R—B7ch, K—B3; 46 B—Q5ch, K—B4; 47 R—B7 mate.

44 B—Kt3 R—Kt7
45 R × R P × R
46 B—R2 K × P
47 R × P R—R1, and
 Black wins

GAME CCXXXIII

Paris, 1859

EVANS GAMBIT

White : Black :
MORPHY A. DE RIVIÈRE

(First 8 moves as in Game CCXXX)

9 P—Q5 QKt—K2 ?

As played by Morphy's opponents in Games CXXVI, CLXXXIII, and CCXII. See the notes on the first of these.

10 P—K5 Kt—Kt3
11 P—K6 P × P
12 P × P KKt—K2
13 Kt—Kt5 Castles
14 Q—R5 P—KR3
15 Kt—B7 R × Kt ?

Q—K1, as in Game CCXII, is the move.

16 P × Rch K—R2
17 B—Q3

But here Morphy misses the right line, 17 B—KKt5, Q—B1; 18 Kt—Q2, bringing the QR into play.

18 B—KKt5 B—K3
19 R—K1 B × BP
20 QB × Kt K—Kt1
21 Q—Kt4 Kt × B
22 Kt—B3 ? ? Q—KB1

And this loses the game, though Morphy makes a brave struggle afterwards.

23 K—R1 B × Pch
24 R × B B × R
25 R—KB1 P—Q4
26 Kt—Kt5 R—Q1
 P—B4

T

27 Q—Kt3 P—B5
 28 B—B2 Kt—B3
 29 B—Kt6 R—Q2
 30 B—B5 R—K2
 31 Kt—Q6 Q—Kt1
 32 B—B8 ! Kt—Q1 !

To prevent 33 Kt × B, R × Kt ; 34 B—K6.

33 B—B5 P—QKt4
 34 B—Kt6 ! B × B
 35 Kt—B5 Q × Q
 36 Kt × Rch K—R2
 37 P × Q P—Q5
 38 Kt × B K × Kt
 39 P—R3 P—QR4
 40 K—Kt1 Kt—B3
 41 R—B8 P—B6
 42 R—B8 Kt—K4
 43 K—B2 Kt—B5
 44 K—K2 P—B7,
 and wins

GAME CCXXXIV

Paris, 1859

EVANS GAMBIT

White : **Black :**
 MORPHY A. DE RIVIÈRE

(First 9 moves as in preceding game)

10 P—K5 P × P ?
 11 Kt × P Kt—KB3
 12 B—Kt5ch P—B3
 13 P × P Castles
 14 B—R3 B × Pch

An ingenious way of prolonging what is really a lost game already.

15 K—R1 Q—Kt3
 16 B × Kt Q × B

17 Kt—KB3 Kt—K5
 18 QKt—Q2 B—QB4
 19 B × R Kt × Kt
 20 Q × Kt B × B
 21 Q—Q8

Taking unnecessary risks, it appears.

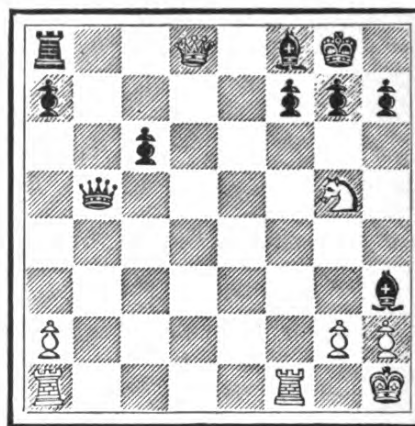
P × P

22 Kt—Kt5

QR—Kt1 first is better.

B—KR6

Position after Black's 22nd move



23 Q—Q2

Not, of course, Q × R ; for then with B × Pch Black gets a perpetual check.

B—KB4
 24 P—QR4 Q—Q6
 25 Q—R2 B—Kt3
 26 Kt × BP Q—Q4
 27 Kt—K5 B—K5
 28 KR—K1 Q × Q
 29 R × Q

The game is not recorded further. White won, though Black appears to have faint chances of a draw in the present position.

GAME CCXXXV

Paris, 1859

RUY LOPEZ

White :	Black :
A. DE RIVIÈRE	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 Kt—B3	B—B4

B—Kt5 is the usual continuation now, though P—Q3 was once popular. The objection to the text-move is that it allows 6 Kt×P, Kt×Kt; 7 P—Q4, which is better than Rivière's continuation.

6 P—Q3 P—KR3

There has often been reason to query this move on the part of Morphy's opponents. Perhaps a ? is not out of place here.

7 B—K3	B×B
8 P×B	P—Q3
9 Castles	Castles
10 B×Kt	P×B
11 Q—K1	B—K3
12 Kt—KR4	P—Kt3
13 QR—Q1	Q—K2
14 P—Q4	QR—K1
15 P—KR3	B—B5
16 R—B3	P×P
17 R×P	

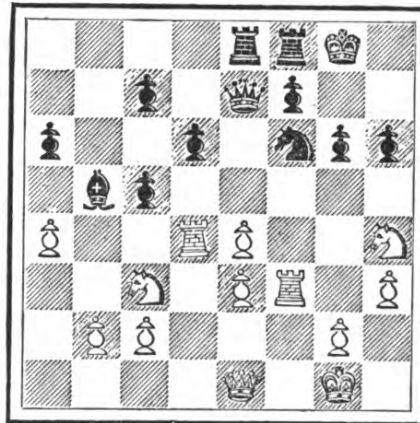
Not P×P, because Black then replies Kt×P and holds on to his extra Pawn.

B—Kt4

B—K3 seems better, leaving White's centre Pawns weak.

18 P—R4 P—B4

Position after Black's 18th move



19 R—Q2	B—B3
20 Kt—Q5	B×Kt
21 P×B	Kt—K5
22 R—K2	Q—K4

Maroczy claims a superior game for Black with 22.. P—B5; 23 R—B4, Q—K4; 24 Q—R5, Q×KtP (or P—Kt4).

23 P—B4	R—Kt1
24 R—B4	KR—K1
25 Kt—B3	Q—Kt2
26 Kt—Q2	Kt×Kt
27 Q×Kt	R—Kt6
28 Q—R5	P—B4
29 Q×RP	R×KtP
30 R×R	Q×R
31 Q—B6	R×P

Q—B8ch and then Q×KP is somewhat more promising.

32 Q×P(B2)	R—K8ch
33 K—R2	Q—K4
34 Q—Q8ch	K—B2
35 Q—Q7ch	K—B3
36 Q—Q8ch	Drawn

GAME CCXXXVI

Paris, March 1859

TWO KNIGHTS' DEFENCE

White :	Black :
MORPHY	AMATEUR *
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	Kt—B3
4 P—Q4	

See notes on Games C, CCXLI.

	P × P
5 Castles	Kt × P
6 R—K1	P—Q4
7 B × P	Q × B
8 Kt—B3	Q—KR4

Expert opinion seems generally in favour of Q—Q1 here, though some analysts (Maroczy, for instance) prefer the text-move.

9 Kt × Kt B—K3

B—K2, as in Tchigorin-Janowski, Paris, 1900, is better.

10 QKt—Kt5 B—QKt5 ?

Black should have castled QR.

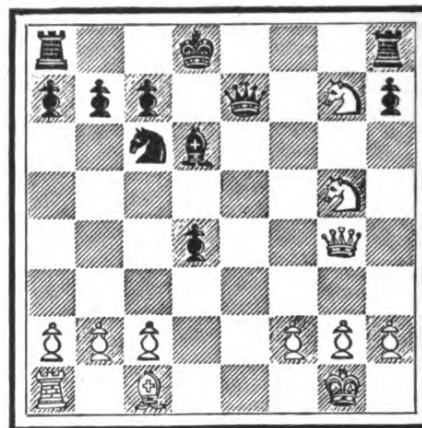
11 R × Bch	P × R
12 Kt × KP	Q—B2
13 KKt—Kt5	Q—K2
14 Q—K2	B—Q3

* *M.L.* gives the name as "S—r." The game was played on the night of a dinner given to Morphy by August Ehrmann.

If K—Q2, 15 Q—Kt4, Kt—K4 ;
16 Q—R3.

15 Kt × KtPch K—Q2
16 Q—Kt4ch K—Q1

Position after Black's 16th move



17 Kt—B7ch

An unsound sacrifice. But the game, though very interesting, must not be taken too seriously in view of the occasion. 17 Kt—K6ch was the correct move.

Q × Kt
18 B—Kt5ch B—K2 ?

With Kt—K2 Black escapes easily.

19 Kt—K6ch K—B1

K—Q2, though allowing a double check, was less immediately fatal.

20 Kt—B5dis.ch K—Kt1
21 Kt—Q7ch, and White mates
in 3

“Philidor's legacy.”

SECTION V

1862-1863

THIS section includes all the off-hand games (except one against Mongredien in Paris, January 1863, which is of little interest) known to have been played by Morphy on level terms after his triumphal visit to Europe in 1858-59. On his return to America he refused to play any of his compatriots on such terms. Going back to Europe near the end of 1862, in circumstances recorded in the Biography, he broke his voyage at Havana and contested at least one level game against his old acquaintance, Felix Sicre. During his stay in Paris through the year 1863 he met no French players over the board except Arnous de Rivière. To their meetings we owe eleven fine games (CCXXXVIII to CCXLVIII).

Some critics profess to see a falling-off in Morphy's play after he abandoned match-chess. These games do not, in the present writer's opinion, bear out the contention. No doubt Morphy's chess ought to have deteriorated, especially in view of his private troubles at the time ; but that is not the question at issue.

GAME CCXXXVII

Havana, Oct. 18, 1862

RUY LOPEZ

White : **Black :**

F. SICRE MORPHY

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 P—Q3	B—B4

As in Game L. See notes on the 5th and 6th moves there.

6 Castles	P—QKt4
-----------	--------

7 B—Kt3	P—Q3
8 P—B3	P—KR3
9 B—K3	B × B
10 P × B	Castles
11 QKt—Q2	P—Q4
12 P × P	Kt × P
13 Q—K2	B—K3
14 B × Kt	Q × B
15 Kt—K4 ?	P—B4
16 Kt—B2	Q—Q1
17 P—QKt3	P—Kt4
18 K—R1	P—KKt5
19 Kt—Kt1	Q—Kt4
20 QR—Q1	Kt—K2
21 Q—Q2	QR—Q1
22 P—Q4	P—B4

23	P—K4 ?	Q × Q
24	R × Q	QBP × P
25	KR—Q1	BP × P
26	Kt × KP	B—Q4

Decisive.

27 $P \times P$ $B \times Kt$,
and wins

GAME CCXXXVIII

Paris, 1863

GIUOCO PIANO

White :	Black :
A. DE RIVIÈRE	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—B3	Kt—B3
5 P—Q3	P—Q3
6 P—KR3	

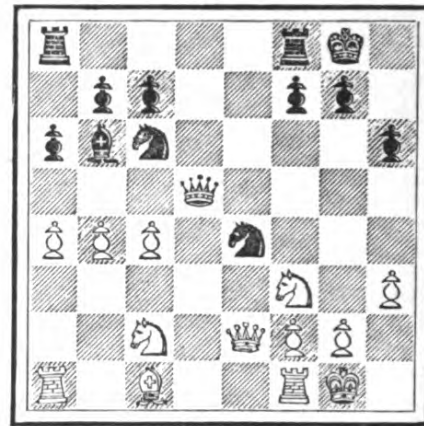
B—K3 or QKt—Q2 is the usual move. With the omission of P—KR3 on both sides, the opening here was followed in Blackburne—Tchigorin, Nuremberg, 1896.

	P—KR3
7 P—QKt4	B—Kt3
8 P—QR4	P—QR3
9 Kt—R3	

Blackburne here played QKt—Q2. A good line appears to be 9 P—R5, B—R2 ; 10 B—K3.

10 Kt—B2	Castles
11 Q—K2	B—K3
12 P×P ?	P—Q4 !
13 Castles	B×QP
14 B×B	P—K5
15 P×P	Q×B
16 P—B4	KKt×P

Position after White's 16th move



	Kt—Kt6
17 P×Q	Kt×Qch
18 K—R2	Kt—K2
19 R—K1	Kt×B
20 R×QKt	Kt—Q6
21 P—R5	B—R2
22 P—Kt3	KR—K1
23 R×QBP	R—K7
24 QKt—Q4	R×Pch
White resigns.	

GAME CCXXXIX

Paris, 1863

GIUOCO PIANO

White :	Black :
MORPHY	A. DE RIVIÈRE
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—B3	Q—K2

An old method of avoiding exchange of Pawns in the centre after White's 5 P—Q4.

5 P—Q4	B—Kt3
6 Castles	P—Q3
7 P—KR3	

Later continuations are: 7 P—QR4, P—QR3; 8 P—QKt4 or 8 P—R5 or 8 B—K3 or 8 Kt—R3—the last of these being based on Morphy's procedure in this game.

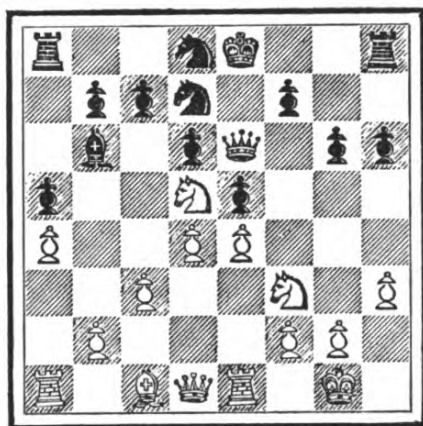
	Kt—B3
8 R—K1	P—KR3
9 P—QR4	P—QR4
10 Kt—R3	Kt—Q1

Black loses a good opportunity of castling.

11 Kt—B2	B—K3
12 Kt—K3	B×B
13 Kt×B	Kt—Q2
14 Kt—K3!	P—Kt3
15 Kt—Q5	Q—K3

The alternative—15..Q—B1; 16 Kt×B, P×Kt—is not a pleasant one.

Position after Black's 15th move



16 B×P	P—KB3
--------	-------

R×B loses the Queen.

17 B—Kt7?	R—R4
-----------	------

The only move, but sufficient, if properly followed up, to show that Morphy's last was unsound.

18 P—KKt4	R×P
-----------	-----

19 Kt×KBPch	Kt×Kt
20 Kt—Kt5	Q—Q2

Inferior to 20..Q×Pch; 21 Q×Q, Kt×Q; 22 Kt×R, K—B2; 23 P—B3, K×B; 24 P×Kt, P×P, which should enable Black to draw.

21 B×Kt	R—R5
22 P—B3	P×P
23 P×P	KR—R3
24 K—Kt2	Kt—B2
25 R—R1	Kt×Kt

Afraid of the consequences of 25..R×R; 26 Q×R.

26 R×R	Kt—R2
27 Q—R1	Kt×B
28 R—R8ch,	and wins

The finish was: 28..K—K2; 29 R×R, B×P; 30 Q—R6, Q—B3; 31 R—QB1, Q—Kt3; 32 R×Pch, K—K3; 33 R—K8ch, Kt×R; 34 Q×Pch, and mates next move.

GAME CCXL

Paris, 1863

GIUOCO PIANO

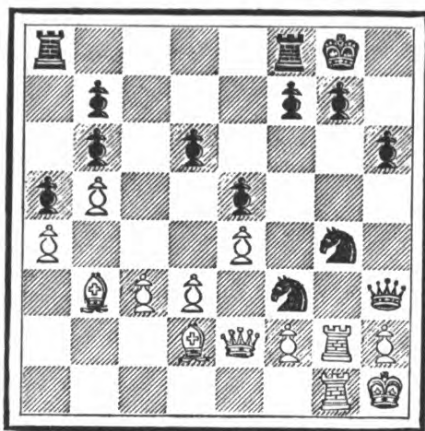
White :	Black :
A. DE RIVIÈRE	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—Q3	Kt—B3
5 Castles	P—KR3

That Black does not suffer by this seems to suggest that White's subsequent Q side manœuvres were a more than compensatory loss of time.

6 P—B3	P—Q3
7 P—QKt4	B—Kt3
8 P—QR4	P—QR4

9 P—Kt5	Kt—K2
10 B—Kt3	Castles
11 QKt—Q2	Kt—Kt3
12 Kt—B4	B—Kt5
13 Kt×B	P×Kt
14 Q—K2	Kt—R5
15 K—R1	Q—B1!
16 B—Q2	B×Kt
17 P×B	Q—R6
18 R—KKt1	QKt×P
19 R—Kt2	Kt—Kt5
20 QR—KKt1	

Position after White's 20th move



P—Kt4

If QKt×P, 21 R—Kt3, Q—R4; 22 K—Kt2. And if Kt×R, 21 K×Kt, Kt—B3; 22 R—Kt3, Q—R4; 23 Q—B1, threatening a strong attack with P—KB4. But KKt×RP is the strongest move in the position, and leaves White without a satisfactory reply. If now 21 R×Pch (R—Kt3 is simpler for Black), K—R1; 22 QR—Kt3, Q—R4; 23 Q—Q1 (or 23 B—Q1—the Queen cannot be left unguarded), Kt—B8dis.ch; 24 K—Kt2, KKt×B; 25 R—R3, Kt—R5ch, etc.

21 B—Q1	KKt×RP
22 R—Kt3	Q—R5

Q—R4 is still the right move, as becomes apparent 4 moves later.

23 K—Kt2	P—Kt5
24 R—R1	P—B4
25 P×P	R×P
26 Q—K4!	QR—KB1

Now Black is compelled to support his Rook on B4. In this position, where White is two Pawns down, Maroczy aptly quotes Steinitz's saying, "The King is a strong piece."

27 B×Kt	R×B
28 Q—Kt6ch	K—R1
29 Q×Pch	Q×Q
30 B×Q	R×Pch
31 K—Kt1	R—B8ch
32 K×Kt	QR—B7ch
33 R—Kt2	P—Kt6ch
34 K×P	R—B6ch

If KR×R, 35 R×R, R×B; 36 R—B7, R—R2; 37 R—B8ch, K—Kt2; 38 R—Q8, R—R3; 39 R—Q7ch.

35 K—Kt4

Rightly avoiding 35 K—R2, R×Rch; 36 K×R, R×P.

	R×R
36 K×R	R×B
37 P—B4	K—R2
38 K—K4	R—R5ch
39 K—B5	R—B5ch
40 K—K6	R—Q5
41 R—Kt3	P—K5
42 R—Kt4	R×QP
43 R×P	K—Kt3
44 R—Kt4ch	K—R2
45 K—Q7	R—QR6
46 K×P	R×P
47 K—B7	R—Kt5

R—R8 leads to a quicker loss.

48 K×P(Kt3) P—R5
 49 K—R5 R—Kt8
 50 P—B5 P—R6
 51 R—QR4 R—Kt6
 52 K—Kt6 K—Kt3
 53 R—R5 R—QB6
 54 R—R7 K—B4
 55 R×P, and wins

GAME CCXLI

Paris, 1863

TWO KNIGHTS' DEFENCE

White :	Black :
MORPHY	A. DE RIVIÈRE
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	Kt—B3
4 P—Q4	

See note on Game C. The present game and CCXXXVI are the only recorded instances of Morphy's playing this move in a level contest.

	P×P
5 Castles	B—K2

Inferior to 6..Kt×P (as in Game CCXXXVI). P—Q3 finds favour with some analysts, B—Kt5 with others.

6 Kt×P	Castles
7 Kt—QB3	Kt—K4 ?
8 B—K2	P—Q4

P—Q3 is safer.

9 P—B4

Showing the weakness of 9..Kt—K4 and the excellence of Morphy's reply to it, for now Black cannot reply QKt—Kt5, because of 10 P—K5, winning a piece.

Kt—B3

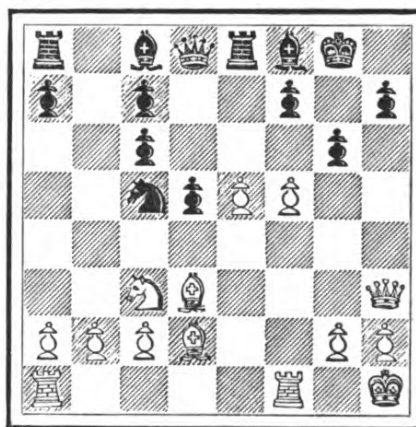
10 Kt×Kt	P×Kt
11 P—K5	B—B4ch ?
12 K—R1	Kt—Q2
13 B—Q3	

Had Black not played B—B4 he could now put the Kt there.

	R—K1
14 B—Q2	Kt—B1
15 Q—R5	P—Kt3
16 Q—R6	Kt—K3
17 P—B5	B—B1
18 Q—R3	Kt—B4

Now the Kt arrives at B4 too late. But if Kt—Kt2, 19 P—K6, P×P; 20 P—B6, Kt—B4; 21 P—B7ch is more than embarrassing.

White to make his 19th move



19 P—K6 !	BP×P
-----------	------

If Kt×B, 20 P×Pch, K×P; 21 P×Pdbl.ch, etc.

20 P—B6

Simpler would have been 20 P×KtP, which might also have led to attractive brilliancies, Steinitz points out.

	P—K4
21 P—B7ch	K—R1

- | | |
|--------------------|---------|
| 22 P × R(Q) | Q × Q |
| 23 B × P | B × Q |
| 24 B × Q | B × Pch |
| 25 K × B | R × B |
| 26 QR—K1, and wins | |

GAME CCXLII*Paris, 1863***TWO KNIGHTS' DEFENCE**

- | | |
|----------------|----------------|
| White : | Black : |
| A. DE RIVIÈRE | MORPHY |
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—B4 | Kt—B3 |
| 4 Kt—Kt5 | P—Q4 |
| 5 P × P | Kt—QR4 |
| 6 P—Q3 | P—KR3 |
| 7 Kt—KB3 | P—K5 |
| 8 Q—K2 | Kt × B |
| 9 P × Kt | B—QB4 |
| 10 P—KR3 | Castles |
| 11 Kt—R2 | Kt—R2 |
| 12 Kt—Q2 | |

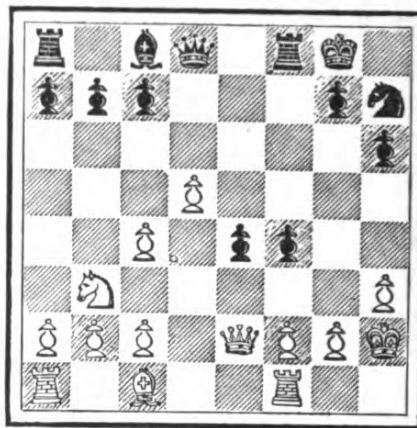
To this point the play has followed Games LXXIV and LXXXIV. Here, however, the first game continued 12 B—K3; the second 12 Kt—QB3. See the notes on LXXIV.

P—B4

In this game, as in LXXXIV against the same opponent, Morphy finds time to make the advance of the KBP for which his 11th move prepared.

- | | |
|------------|----------|
| 13 Kt—Kt3 | B—Q3 |
| 14 Castles | B × Ktch |
| 15 K × B | P—B5! |

Position after Black's 15th move



And this is decisive.

- | | |
|-----------|----------|
| 16 Q × P | Kt—Kt4 |
| 17 Q—Q4 | Kt—B6ch |
| 18 P × Kt | Q—R5 |
| 19 R—R1 | B × P! |
| 20 B—Q2 | R—B3, |
| | and wins |

GAME CCXLIII*Paris, 1863***EVANS GAMBIT**

- | | |
|----------------|----------------|
| White : | Black : |
| MORPHY | A. DE RIVIÈRE |
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—B4 | B—B4 |
| 4 P—QKt4 | B × P |
| 5 P—B3 | B—B4 |
| 6 Castles | P—Q3 |
| 7 P—Q4 | P × P |
| 8 P × P | B—Kt3 |
| 9 Kt—B3 | Q—B3 |

An even more unfortunate experi-

ment than Steinitz's 6..Q—B3 (in the 5..B—R4 ; 6 Castles variation).

10 Kt—Q5	Q—Kt3
11 Kt—B4	Q—B3
12 P—K5	P×P
13 P×P	Q—B4
14 P—K6	P—B3

Black dare not take the Pawn.

15 Kt—R4	Q—B4
16 B—K3 !	Q—KKt4

If Q×KB, 17 Q—R5ch, P—Kt3 ;
18 KKt×P, etc.

17 Kt—B3	Q—QR4
18 B×B	Q×B
19 Kt—Q5	Q—R4
20 Kt—Q2 !	Kt—Q5
21 Kt—Kt3	Kt×Kt
22 P×Kt	Q—B4
23 Q—R5ch	K—Q1
24 QR—Q1	Resigns

GAME CCXLIV

Paris, 1863

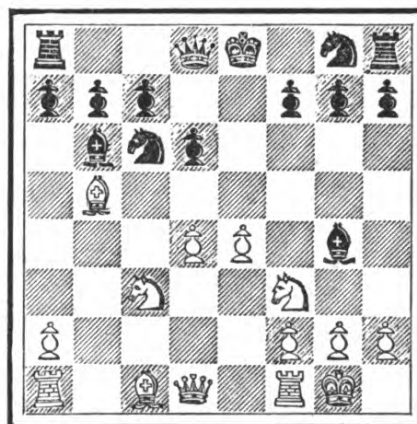
EVANS GAMBIT

White :	Black :
A. DE RIVIÈRE	MORPHY
<i>(First 8 moves as in preceding game)</i>	

9 Kt—B3	B—Kt5
10 B—QKt5	

The same position as in Game CLXVIII, which see.

Position after White's 10th move



B—Q2

The move considered by Morphy the right one here. Since his time 10..K—B1 has been generally accepted, while 10..P—QR3 has been condemned as bad. Maroczy, however, claims that 10..P—QR3 ; 11 B—R4, K—B1 (not B—QR4 ; 12 B×Ktch, P×B ; 13 Q—R4) is really the best continuation, gaining important time for Black.

11 B—Kt5

11 P—K5 looks stronger, and if then P×P, 12 R—K1.

	QKt—K2 !
12 B—QB4	B—K3
13 Q—R4ch	

And here 13 B×B, P×B ; 14 Kt—KR4 is attractive.

	Q—Q2
14 B—Kt5	P—QB3
15 B—Q3	P—B3
16 B—R4	Kt—Kt3
17 B—Kt3	KKt—K2
18 P—Q5	B—KB2
19 Kt—QKt5	B—B4
20 QR—B1	CastlesKR

Without making any absolutely bad moves Rivière has managed to

fritter away his positional advantage.

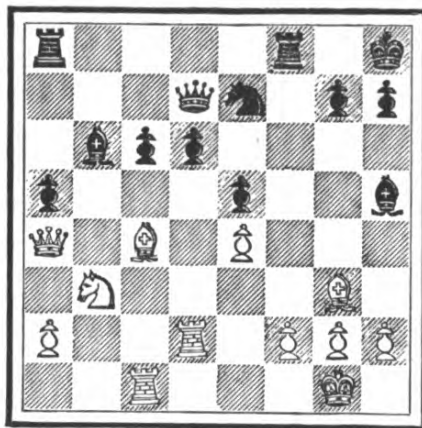
21	QKt—Q4	K—R1
22	B—QB4	Kt—K4
23	Kt × Kt	BP × Kt
24	P × P	P × P
25	Kt—Kt3	B—Kt3
26	KR—Q1	

26 B × B, R × B ; 27 QR—Q1, Q—K3 ; 28 Kt—Q2 is better (*M.L.*).

		B—KR4
27	R—Q2	P—QR4 !

A far-sighted move. See move 29 note, and move 32.

Position after Black's 27th move



28	Q—R3	QR—Q1
29	B × P	R × P !

A complete answer, which would have applied also had White played B × P on his 28th move. If now 30 B—Q4, B × B ; 31 R × B, R × Pch, and Black's Queen comes into the game with fatal effect. Or 31 R × R, B × Rch ; 32 K × B, Q—R2ch.

30	K—R1	R × R
31	B × Pch	K × B
32	Kt × R	Q—R2

33	Q—Kt3ch	B—Kt3
34	R—B1	B—Q5
35	Kt—B3	Q—B4
36	B—Kt3	R—KB1
37	P—KR4	B—K4
38	Q—Kt4	Q—K6,
		and wins

GAME CCXLV

Paris, 1863

EVANS GAMBIT

White :	Black :
MORPHY	A. DE RIVIÈRE

(First 9 moves as in preceding game)

10	B—QKt5	K—B1
----	--------	------

See note on preceding game.

11	B—K3	QKt—K2
----	------	--------

In the well-known St. Petersburg-London correspondence game, 11.. KKt—K2 was played here. Black's position then was not enviable ; but the text-move is still more cramping.

12	P—KR3	B—KR4
13	B—Q3	P—KB3
14	P—QR4	P—B3
15	Q—Kt3	B—KB2
16	Q—R3	B—QR4
17	Kt—K2	Kt—B1 ?
18	QR—Kt1	P—QKt3
19	B—QR6	KKt—K2
20	P—K5	B—Q4
21	Kt—B4 !	BP × P
22	P × P	P × P
23	Kt × B	P × Kt
24	Kt × P	Q—Q3
25	Q—Kt2	Kt—B4
26	B—KB4	Q—K2
27	Kt—B6	Q—K5

If Q—Q2 or KB2, 28 Kt × B, P × Kt ; 29 B—Kt7.

28 B—Kt7	Q × B
29 B × R	Q × RP
30 QR—Q1	Q—K5
31 Q—R3ch	K—B2
32 Kt × B	P × Kt
33 KR—K1	

Why not 33 B × Pch ?

	Q—QKt5
34 B × Pch	K—Kt3
35 R—K6ch	K—Kt4
36 Q—B1ch	Q—B5
37 P—R4ch	Kt × P
38 R—K5ch	Kt—B4
39 R × Ktch	K × R
40 B—K6ch	Resigns

GAME CCXLVI

Paris, 1863

TWO KNIGHTS' DEFENCE

White :	Black :
A. DE RIVIÈRE	MORPHY
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	Kt—B3
4 Kt—B3	B—B4

Now the game is no longer a Two Knights' Defence, but a form of the Giuoco Piano or Four Knights.

5 P—Q3	P—KR3
--------	-------

No improvement on the normal P—Q3.

6 Q—K2	Castles
7 Kt—QR4 ?	B—K2
8 P—QR3 ?	P—Q4
9 P × P	Kt × P
10 Castles	

If 10 Kt × P, Kt—Q5 ; 11 Q—Q1, B—B3. But P—KR3 was correct. Now Black gets a tremendous attack.

	B—KKt5
11 B—K3	K—R1
12 Kt—B3	Kt × Kt
13 P × Kt	P—B4
14 B—B1	B—Q3
15 R—Kt1	P—K5
16 P × P	Kt—K4

Reducing White to desperation.

17 Kt × Kt	B × Q
18 Kt—Kt6ch	K—R2
19 Kt × Rch	Q × Kt
20 B × B	P × P
21 R × P	B × QRP
22 B—K3	P—QR4
23 R × P	B—Q3
24 R—Q7	B—K4
25 P—B3	Q—B1
26 R—K7	Q × P
27 B—B2	P—R5
28 P—B4	B—Q5
29 R × KP	B × Bch
30 R × B	P—R6
31 B—Q3	P—Kt3
32 P—B5	P—R7
33 P × Pch	K—R1

White resigns.

GAME CCXLVII

Paris, 1863

KING'S KNIGHT'S GAMBIT

White :	Black :
MORPHY	A. DE RIVIÈRE
1 P—K4	P—K4
2 P—KB4	P × P
3 Kt—KB3	P—KKt4

4 B—B4	B—Kt2
5 Castles	P—KR3
6 P—B3	P—Q3
7 P—Q4	Kt—K2

By transposition a common position in this gambit has now been reached, though Black's last move is generally considered inferior to Q—K2. For White 8 P—KKt3 is usual.

8 P—KR4	Kt—Kt3
9 P—R5	Kt—K2
10 P—KKt3	B—Kt5

B—R6 looks better, and then P × P.

11 P × P	QB × P
12 P × P	Q—Q2

Q—B1 would have prevented White's next move.

13 Kt—K5	Q—R6
14 Q—Q3	

Not Q × B because of 14..Q—Kt6ch; 15 K—R1, P × P.

	Q × Q
15 Kt × Q	P × P
16 Kt—R3	P—QB3
17 B × P	B × Pch
18 P × B	R—KKt1
19 R—B6	R × Bch
20 K—B2	Kt—Q2

Better than P—Q4, whereby White gets an open K file.

21 R × QP	Castles
22 R—KKt1	R × R
23 K × R	K—B2
24 R—R6	B—Kt3
25 Kt—B4	

If 25 P—K5, Kt—B4.

	B × P
26 B × P	B—B4
27 B—K6	Kt—KB1

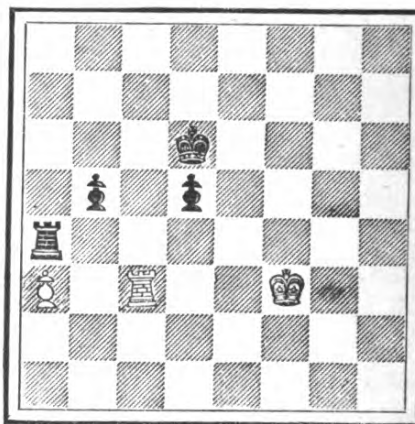
28 P—Q5	Kt × B
29 Kt × Ktch	B × Kt
30 P × B	R—Q4!

If 30..R—Q8ch; 31 K—B2, R—Q7ch; 32 K—B3, R × P; 33 R—R7, R × P; 34 Kt—B4!, K—Q1; 34 R—R8ch, and there is but a draw left. Note, therefore, Black's next move.

31 K—B2	P—Kt4
32 K—B3	R—Q7
33 Kt—Kt1	R × P
34 Kt—B3	K—Q3
35 K—B4	Kt—Q4ch
36 Kt × Kt	P × Kt
37 P—K7dis.ch	K × P
38 R—R6	R—K7!
39 P—R3	K—Q2
40 R × Pch	K—B3
41 K—B3	R—K5
42 R—R8	R—QR5
43 R—B8ch	K—Q3
44 R—B3	

This position was once set by Tarasch as the subject of a competition, the questions asked being: (1) How can White draw, Black playing as Rivière actually played? (2) How can Black force a win?

Position after White's 44th move



	P—Q5
45 R—Kt3	K—B4
46 K—K4	R—R1
47 K—Q3	R—R1
48 K—Q2	R—R7ch
49 K—B1	

Morphy preferred this to K—Q1, so as to be able to reply to R—QR7 with K—Kt1, if necessary.

	K—B5
50 R—Kt3	

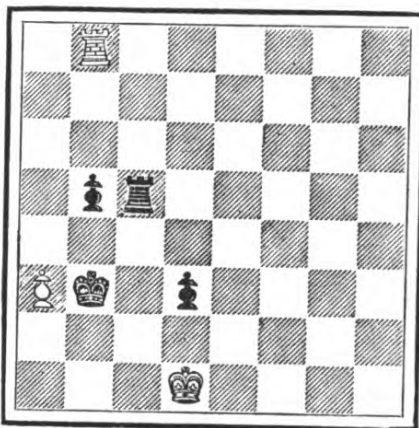
If 50 R—Kt4ch, K—B6.

P—Q6 ?

This was Rivière's mistake in an otherwise splendidly played end-game. He had a win here by 50..R—R7; 51 K—Kt1, R—K7 (threatening R—K6); 52 R—Kt4, K—Kt6; 53 K—B1, K—B6; 54 K—Q1, R—QR7; 55 R—Kt5, R—R8ch; 56 K—K2, P—Q6ch; 57 K—K3, R—K8ch; 58 K—B2, P—Q7, etc.

51 R—Kt8	R—R7
52 R—B8ch	K—Kt6
53 R—QKt8	R—B7ch
55 K—Q1	R—B4

Position after Black's 55th move



56 K—Q2 ?

Here Morphy in his turn makes a mistake, which throws away at least the chance of a draw. 55 R—QR8 was the right move. If then K—Kt7 (best); 56 R—R5 (not 56 K—Q2, because of R—B6 !), K—B6; 57 R—R8, R—R4; 58 R—B8ch, K—Kt7; 59 R—QR8, and there is nothing to be done. Or 57..P—Q7; 58 R—Q8, R—R4; 59 R—B8ch, K—Kt7; 60 R—QR8, R—R6; 61 R—QKt8, R—QKt6; 62 K×P, K×P; 63 K—B2—where it is claimed that the probable result is a draw. A possible continuation seems to be 63..R—Kt7ch; 64 K—B1, P—Kt5; 65 R—Kt7, R—KR7; 66 K—Kt1, when Black cannot both dislodge White's King and provide for the advance of his Pawn.

	K×P
57 K×P	P—Kt5,
	and wins

GAME CCXLVIII

Paris, 1863

BISHOP'S GAMBIT

White :	Black :
----------------	----------------

A. DE RIVIÈRE	MORPHY
1 P—K4	P—K4
2 P—KB4	P×P
3 B—B4	Kt—KB3
4 Kt—QB3	B—Kt5

As in Game CLXXI.

5 Kt—B3	Castles
6 Kt—Q5	Kt×Kt

B—R4 should be played. Black gets into trouble quickly after this.

7 P×Kt	R—K1ch
8 K—B2	P—Q3

9 P—Q4	Q—B3 ?
10 P—B3	B—R4
11 Q—R4	B—Q2

Not even Morphy could afford to give Rivière a piece (as he did by his 9th move); yet Morphy's genius did not fall far off success.

12 Q × KB	P—QKt3
13 Q—R3	P—KKt4
14 P—R3	P—KR4
15 B—Q2	P—Kt5
16 P × P	P × P
17 Kt—Kt1	

Maroczy suggests P—QKt3, so as to bring the Queen back. Black dare not reply 17.. P × Kt, he says.

	P—Kt4
18 B—Q3	B—B4
19 KB × P	Kt—Q2
20 Q—R4	QR—Kt1 !
21 B × Kt	P—Kt6ch
22 K—B3	

If 22 K—B1, B—Q6ch; 23 Kt—K2, B × Ktch; 24 K—K1 (24 K—Kt1, P—B6, etc.), B—Kt4dis.ch; 25 B × R, R × Bch, etc.

	B—K5ch
23 K—Kt4	B × QP

24 B × R	Q—Kt3ch
25 K × P	Q—K5ch
26 K—Kt5	K—Kt2

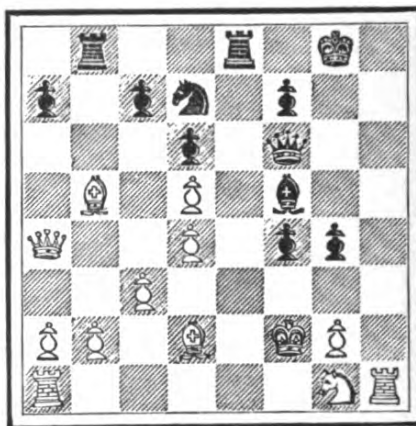
Black has here a perpetual check, but tries to win—thereby losing.

27 R—R6 !

A move which Morphy may have overlooked, for it is entirely conclusive.

	B—K3
28 R × B	Q × R
29 Q—Q7	R × P
30 Kt—B3	Resigns

Position after Black's 20th move



PART V

GAMES AT ODDS

THERE follows here a selection from the games in which Morphy conceded odds (except those in his matches with Stanley, Owen, and Thompson), classified according to the extent of the odds given. Owing to the limits set for this work, it has only been possible to present about a third part of Morphy's recorded games of this kind. It appeared to me better to discriminate here rather than in Parts I to IV, because to the majority of players, I believe, a contest at odds is not regarded with the same interest as one in which the opponents start level. Nevertheless, there are given below more than double the number of odds-games which appeared in Löwenthal's selection, including a dozen played after Löwenthal's book was published. The most important of these are the nine games (CCLXXXII to CCXC) against Maurian, which carry Morphy's chess down to the time when he abandoned the game entirely.

The classification according to the odds given, rather than by date and place alone, has been adopted in order that Morphy's method of dealing with his opponents when conceding them Pawn and move, Pawn and two moves, etc., may be more easily studied.

SECTION I

PAWN AND MOVE—PAWN AND TWO MOVES

THREE out of the five recorded games at Pawn and move are given here to supplement the match-games at those odds (Games XIX and XXXIV to XL).

Only three of Morphy's games at Pawn and 2 moves are known. These are all given below.

GAME CCXLIX

London, 1858

White :	Black :
MEDLEY	MORPHY

(Remove Black's KBP)

1 P—K4	P—Q3
2 P—Q4	Kt—KB3
3 B—QB4	Kt—B3
4 Kt—QB3	P—K4

In Games XXXIV, XXXV, Morphy played 4..P—K3. Medley does not choose the best reply, viz. 5 KKt—K2.

5 P—Q5	Kt—K2
6 Kt—B3	Kt—Kt3
7 B—KKt5	P—KR3
8 B×Kt	Q×B
B—Kt5 <i>ch</i>	K—B2
10 Kt—Q2	Kt—R5
11 P—KKt3	Kt—Kt7 <i>ch</i>

White's reply is forced, for if K—B1, 12 Kt—K6*ch*. A most complicated game now follows.

12 K—K2	B—R6
---------	------

13 P—B3	Q—Kt4
14 Q—KKt1	

If 14 Kt—B1, Kt—R5.

	P—R3
15 B—Q3	P—KR4
16 Q—B2	P—KKt3
17 QR—KKt1	B—R3
18 Kt—B1	Q—B8
19 Kt—Q1	P—QKt4

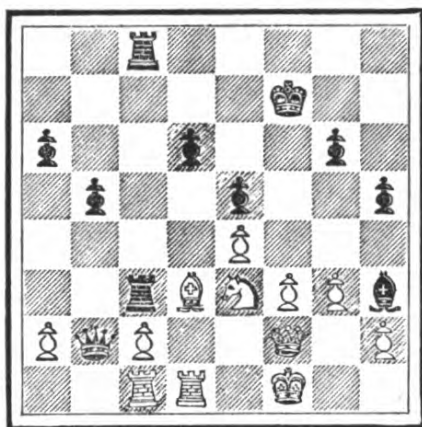
K—Kt2, followed by KR or QR—KB1, looks good.

20 R×Kt	KR—QB1
21 KKt—K3	P—B4
22 P×Pi. <i>p.</i>	R×P
23 R—K1	B×Kt
24 Kt×B	Q×KtP
25 QR—Kt1	QR—QB1
26 R—QB1	

If 26 R—Kt1, R×P*ch*; 26 Kt×R, R×Kt*ch*, and Black draws by perpetual check.

	B—K3
27 QR—Q1	R—B6
28 K—B1	B—R6 <i>ch</i>

Position after Black's 28th move



29 K—K1 !

If 29 K—Kt1, R×B; 30 P×R, Q×R; 31 R×Q, R×Rch; 32 Kt—B1, P—Kt5! and Black wins on the Q side Pawns, as Maroczy points out, e.g. 33 P—B4, P—R4; 34 P×Pdis.ch, K—K1; 35 P×P, R×Ktch; 36 Q×R, B×Q; 37 K×B, P—QR5, etc.

	B—K3
30 Kt—Q5	KR—B4
31 P—B3	Q—R6
32 Q—Q2	B×Kt
33 P×B	R×QBP
34 R×R	R×R
35 B—K4	Q—B4
36 K—K2	P—Kt5
37 Q—R6	

Q—Kt5 is quicker.

	K—K2
38 Q—Kt5ch	K—Q2
39 Q—Q2	P—Kt4
40 Q×P	K—B2
41 Q—Q2	P—R4
42 P—KR3	P—QR5
43 P—Kt4	P×P
44 RP×P	K—Kt3
45 P—Kt5	Q—B5ch
46 K—K1	Resigns

GAME CCL

Paris, 1858

White : **Black :**
DEVINCK * MORPHY
(Remove Black's KBP)

1 P—K4	P—K3
2 P—Q4	P—B4
3 P—Q5	P—Q3
4 P—QB4	P—KKt3
5 Kt—QB3	B—Kt2
6 B—Q3	Kt—QR3
7 P—QR3	Kt—R3
8 KKt—K2	Castles
9 Castles	P×P
10 KP×P	

BP×P is better, giving Black less scope.

	Kt—KKt5
11 P—R3	Kt—K4
12 P—B4	

And here Kt—Kt3 is much stronger.

	Kt×B
13 Q×Kt	B—B4
14 Q—B3	Q—Kt3
15 P—KKt4	B—B7
16 Kt—Kt5	QR—K1
17 B—K3??	B—Q6
18 P—Kt3	B×Kt
19 Q×B	B—Q5
20 R—B3	B×R
21 Q—Q3	Kt—B2
22 P—B5	Kt×Kt
23 P×Kt	R×B

White resigns.

* François Charles Devinck, b. 1801; a successful chocolate-maker; many times President, Paris Chamber of Commerce; Deputy; d. 1878, the last survivor of the group watching the Staunton—St. Amant match in the picture published in 1844. A keen chess-player, he is said to have ranked both La Bourdonnais and Deschappelles higher than Morphy!

GAME CCLI*Paris, 1858***White :** **Black :**

DEVINCK MORPHY

(Remove Black's KBP)

- | | |
|--------|--------|
| 1 P—K4 | P—Q3 |
| 2 P—Q4 | Kt—KB3 |
| 3 B—Q3 | P—K4 |

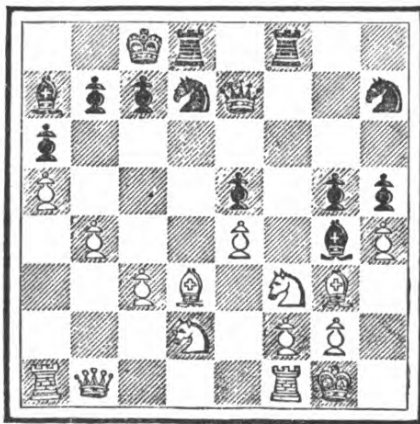
The best reply to White's inferior 3rd move.

- | | |
|-----------|------------|
| 4 P×P | P×P |
| 5 B—KKt5 | B—QB4 |
| 6 Kt—KB3 | P—KR3 |
| 7 B—R4 | B—KKt5 |
| 8 Castles | QKt—Q2 |
| 9 QKt—Q2 | P—KKt4 |
| 10 B—Kt3 | P—KR4 |
| 11 Q—K1 | Q—K2 |
| 12 P—KR4 | Kt—R2 |
| 13 P—B3 | Castles QR |
| 14 P—Kt4 | B—Kt3 |
| 15 P—R4 | P—R3 |
| 16 Q—Kt1 | KR—B1 |
| 17 P—R5 | |

P—B4—B5 is better, so as to shut off Black's KB. But White, intent on his own Q side attack, does not see what is coming on the K side.

B—R2

Position after Black's 17th move



- | | |
|----------|-------|
| 18 P—Kt5 | B×Kt |
| 19 Kt×B | R×Kt |
| 20 P×R | KtP×P |
| 21 P—Kt6 | |

P×P is the right move.

- | | |
|--------|-----|
| | P×P |
| 22 P×P | B×P |
| 23 R×P | |

Nothing can save White here, but B—R2 at least delays the end.

- | | |
|----------|------------------|
| | P×R |
| 24 B×Pch | K—B2 |
| 25 Q—Kt5 | P×B,
and wins |

GAME CCLII*New York, 1857***White :** **Black :**

RICHARDSON * MORPHY

(Remove Black's KBP)

- | | |
|--------|------|
| 1 P—K4 | |
| 2 P—Q4 | P—K3 |

P—Q3, as in the following game, is usually recommended at these odds.

- | | |
|------------|--------|
| 3 B—Q3 | P—B4 |
| 4 P—K5 | P—KKt3 |
| 5 P—QB3 | QKt—B3 |
| 6 Kt—B3 | P—Q4 |
| 7 B—K3 | Q—Kt3 |
| 8 Q—B2 | B—Q2 |
| 9 B—KKt5 ? | KKt—K2 |
| 10 B—K3 | P—B5 |
| 11 B—K2 | Kt—B4 |
| 12 QKt—Q2 | Kt×B |
| 13 P×Kt | B—R3 |
| 14 Kt—B1 | |

P—K4 is White's best resource. Now Black has the upper hand.

* Dr. Horace Richardson.

	CastlesKR
15 Q—Q2	R—B2
16 Kt—Kt3	QR—KB1
17 CastlesKR	Q—Q1
18 QR—K1	P—QKt4
19 B—Q1	P—R4
20 P—QR3	Q—Kt3
21 P—Kt4	RP × P
22 BP × P ?	R—R1
23 Q—Kt2	Q—R2
24 P—QR4	P × P
25 B × P	Kt × KtP !
26 Q × Kt	Q × B
27 Q × Q	R × Q
28 R—B2	R—R6
29 Kt—B1	B—R5
30 P—Kt4	R—QKt2
31 P—Kt5	B—B1
32 R—QB1	P—B6
33 Kt—K1	P—B7
34 Kt—Q2	R—B6
35 KKt—B3	KR—QB2

White resigns.

GAME CCLIII

New York, 1857

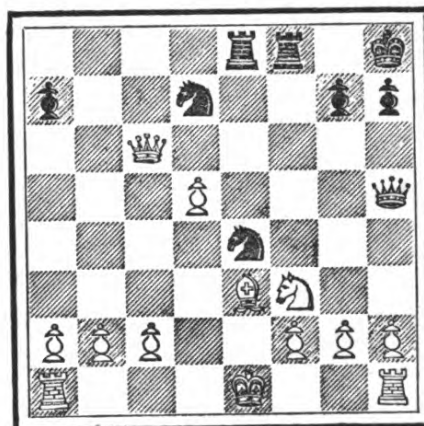
White :	Black :
F. PERRIN	MORPHY
(Remove Black's KBP)	
1 P—K4	
2 P—Q4	P—Q3
3 B—Q3	B—K3
4 Q—R5ch	B—B2
5 Q—Kt5ch	Kt—Q2
6 Q × P	P—K4
7 P—Q5	KKt—B3
8 Kt—QB3	B—K2
9 Kt—Kt5	Castles
10 Q × BP	Q—K1
11 Kt × QP	B × Kt
12 Q × B	K—R1
13 Kt—B3 ?	

White, with 4 Pawns to the good, had a won game previous to this move. But here Kt—K2 is the proper continuation. The badness of the text-move is soon demonstrated.

	B × P
14 P × B	P—K5
15 Q—K6	Q—R4
16 B × P	QR—K1
17 Q—B6	Kt × B
18 B—K3	

18 Castles is the only resource, dangerous though it looks.

Position after White's 18th move



	Kt × P !
19 K × Kt	Kt—K4
20 Q × R	

If 20 Q—B3, R × Ktch ; 21 K—Kt1 (best), Kt—Kt5 ; 22 P × R, Kt × B, etc.

	Q × Q
21 P—KR3	Q—R4
22 KR—K1	Kt × Kt
23 P × Kt	Q × Pch
24 K—Kt1	Q—Kt6ch
25 K—R1	Q × Pch
26 K—Kt1	Q—Kt6ch
27 K—R1	R—B4,
	and wins

GAME CCLIV

Paris, 1859

White : **Black :**
 EHRMANN * MORPHY

1 P—K4
 2 P—Q4 P—K3
 3 B—Q3 P—B4

Cp. Game CCLII.

4 P×P Q—R4*ch*
 5 P—B3 Q×P(B5)
 6 Kt—K2 Kt—QB3
 7 B—K3 Q—KR4
 8 P—KB4 Kt—B3
 9 Kt—Kt3 Q—R5
 10 Q—K2 Kt—KKt5
 11 B—KB2 Kt×B
 12 Q×Kt B—Q3
 13 P—K5 B—B2
 14 Kt—K4 Q—K2
 15 QKt—Q2 Castles
 16 Q—Kt3 P—Q4
 17 Kt—Kt5 P—KR3
 18 KKt—B3

White's game is well developed. Perhaps, however, Kt—R3 is better here. Black then has no time for P—Q5, owing to White's reply 19 Q—Kt6.

19 Castles KR Q—B2
 20 Kt—R4 B—Q2
 21 B—B2 Kt—K2
 22 Kt×Kt P×Kt
 23 QR—K1 P—QKt4
 24 K—R1 B—Kt3
 25 Q—Q3 P—R3
 26 B—Kt3 B—K3
 27 Kt—B3 KR—Kt1

* August Ehrmann, *b.* Strassburg, 1786 ;
a well-known frequenter of the Régence ;
d. 1876. Mentioned p. 292, footnote.

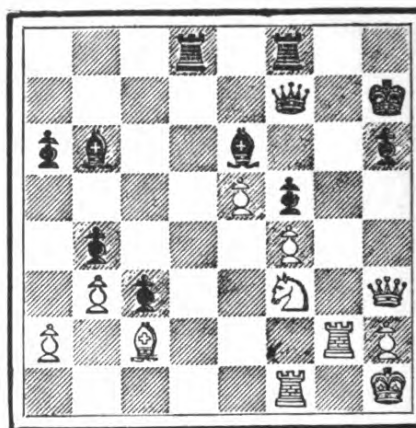
28 Kt—R4 B—Q1
 29 Kt—B3 B—Kt3
 30 B—B2 P—Kt3
 31 R—K2

The occasion seems good for 31 P—KKt4, and if P×P, 32 Kt—R4.

32 P—QKt3 P—Q5
 33 Kt—R4 P×P
 34 P—Kt4 P—Kt5
 35 Q—Kt3 R—Q1
 36 P×P K—R2
 37 Q—R3 P×P
 38 R—Kt2 R—KB1
 39 Kt—B3 QR—Q1

Black's position is now very difficult, and it is hard to find a better move for him than the one which he makes.

Position after White's 39th move



40 Kt—Kt5*ch* R—KKt1
 41 P×R R×Kt
 42 P×P Q—B1
 R—Q7!

If, instead of this, B—Q4, then 43 R×P wins.

43 R×R P×R
 44 Q—Kt2 Q×P

GAMES AT ODDS

311

45 Q—QKt7 <i>ch</i>	Q—Kt2	52 B × B	B—B5
46 Q × Q <i>ch</i>	K × Q	53 P—K6	K—B3
47 K—Kt2	B—Q5	54 B—Kt4	P—Q8(Q)
48 R—Q1	B—Q4 <i>ch</i>	55 B × Q	K × P
49 K—R3	B—K6	56 K—Kt2	K—K4
50 B × P	B—B6		
51 B—Kt4	B × R		Drawn

SECTION II

ODDS OF KNIGHT

THE games in which Morphy conceded the QKt form by far the largest section of his games at odds. The task of selection has proved hard ; for, while it was clearly desirable to give examples of his play at all periods, the great interest attaching to his contests with Maurian during the last years of his chess-life seemed to call for the devotion of special attention to them. In the end, the number of these Maurian games had to be curtailed. Thereby injustice has been done to Maurian, since he won a majority of the 1866-69 games (*see* Biography for the figures), but has only one win and one draw recorded to his credit below. This book, however, is about Morphy first of all, and doubtless therefore the injustice will be pardoned by others as it would certainly have been by Morphy's lifelong friend.

GAME CCLV

New Orleans, 1855

EVANS GAMBIT

White :	Black :
MORPHY	MAURIAN * AND LE CARP

(*Remove White's QKt*)

1 P—K4	P—K4
2 Kt—B3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B × P
5 P—B3	B—R4
6 Castles	Kt—B3
7 Kt—Kt5	

A move upon which Morphy only

* *See* Biography, p. 3, footnote.

ventured in odds games. The attack is not enduring against correct play. Cp. Game CCLXXIV.

Castles

8 P—B4	P—Q4 !
9 KP × P	Kt × P
10 B—R3	Kt × KBP
11 Kt × BP	R × Kt
12 Q—Kt3	Q × P
13 B × Rch	K—R1
14 R—B2	B—Kt3 ?

Q × BP is more than sufficient.

15 Q × B	Kt—R6ch
16 P × Kt	Q—Kt4ch
17 R—Kt2	Q × Rch
18 K × Q	RP × Q
19 B—Kt2	B—B4
20 R—KB1	B—K5ch
21 K—Kt3	R—Q1

22 B—K6 P—R3
 23 R—B7 R—Q6*ch*
 R—Q7 is better.
 24 K—Kt4 R—Q1
 25 R×BP R—K1
 26 B—Q7 R—KB1
 27 B×Kt R—B5*ch*
 28 K—Kt3 P×B
 29 P—B4 R—B6*ch*
 30 K—Kt4 R—B5*ch*

Drawn

None of Morphy's odds-games are recorded before the year 1855.

GAME CCLVI

New York, 1857

KING'S KNIGHT'S GAMBIT

White :	Black :
MORPHY	JULIEN *
(Remove White's QKt)	
1 P—K4	P—K4
2 P—KB4	P×P
3 Kt—B3	P—KKt4
4 B—B4	B—Kt2
5 Castles	P—KR3
6 P—B3	P—Q3
7 Q—Kt3	

Cp. Game CCXVIII, where Morphy develops in the same way.

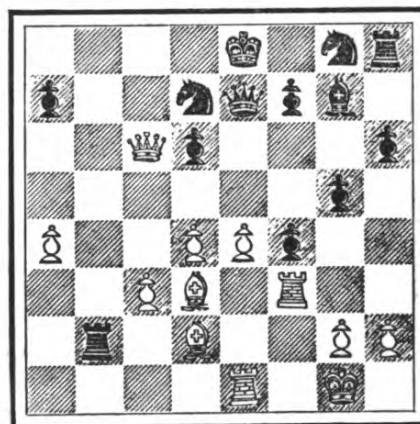
8 P—Q4 Q—K2
 P—QB3
 Kt—QB3 is better.

9 B—Q2 Kt—Q2
 10 QR—K1 Kt—Kt3

* Denis Julien, *b.* France, 1806 ; settled in New York, 1845 ; founded in 1852 the St. Denis Hotel, Broadway, a popular chess-resort ; known both as a player and as a problem-composer ; *d.* 1868.

11 B—Q3 B—Kt5
 12 P—QR4 B×Kt
 13 R×B Kt—Q2 ?
 14 Q×KtP R—Kt1
 15 Q×BP R×P

Position after Black's 15th move



16 P—K5 ! R×B ?
 P×P is compulsory.
 17 Q—B8*ch* Q—Q1
 18 P×P*dis.ch* B—K4
 19 R×B*ch* Kt×R
 20 B—Kt5*ch* Resigns

GAME CCLVII

New York, 1857

PHILIDOR'S DEFENCE

White :	Black :
MORPHY	JULIEN
(Remove White's QKt)	
1 P—K4	P—K4
2 Kt—B3	P—Q3
3 P—Q4	P×P
4 B—QB4	

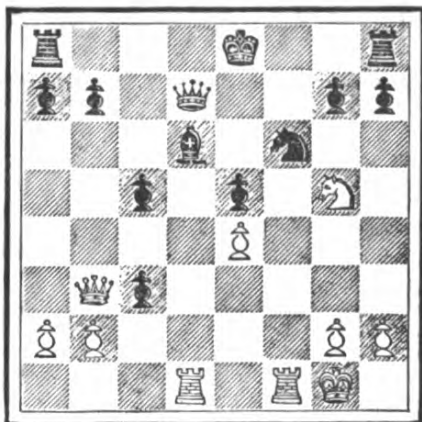
Cp. Games CXL, CLXXXIV. 4..
 Kt—QB3 is the best reply.

- | | |
|-----------|---------|
| | P—QB4 |
| 5 P—B3 | P × P ? |
| 6 Castles | B—K3 |
| 7 B × B | P × B |
| 8 Q—Kt3 | Q—Q2 |
| 9 Kt—Kt5 | P—K4 |
| 10 P—B4 | Kt—QB3 |
| 11 BP × P | Kt × P |
| 12 B—B4 | Kt—KB3 |
| 13 B × Kt | |

Morphy's exchanges of pieces are noteworthy in this game.

- | | |
|----------|-------|
| | P × B |
| 14 QR—Q1 | B—Q3 |

Position after Black's 14th move



- | | |
|--------------------|--------|
| 15 R × B ! | Q × R |
| 16 Q—B7ch | K—Q1 |
| 17 Q × QKtP | Q—Q2 |
| 18 Q × Rch | Q—B1 |
| 19 Kt—B7ch | K—K2 |
| 20 Q × Pch | Kt—Q2 |
| 21 Kt × R | Q × Kt |
| 22 R—Q1 | Q—QB1 |
| 23 P × P, and wins | |

GAME CCLVIII

New York, 1857

EVANS GAMBIT

White :	Black :
MORPHY	F. PERRIN

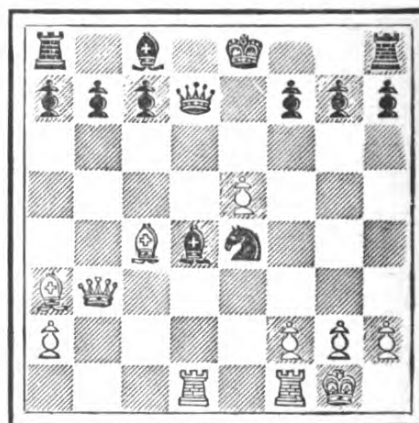
(Remove White's QKt)

- | | |
|-----------|---------|
| 1 P—K4 | P—K4 |
| 2 Kt—B3 | Kt—QB3 |
| 3 B—B4 | B—B4 |
| 4 P—QKt4 | B × P |
| 5 P—B3 | B—B4 |
| 6 Castles | Kt—B3 ? |
| 7 P—Q4 | P × P |
| 8 P × P | B—Kt3 |
| 9 B—R3 | |

Morphy recommended this move in the Evans at the odds of Knight.

- | | |
|------------|--------|
| | P—Q3 |
| 10 P—K5 | P × P |
| 11 Q—Kt3 | Q—Q2 |
| 12 P × P | Kt—K5 |
| 13 QR—Q1 | Kt—Q5 |
| 14 Kt × Kt | B × Kt |

Position after Black's 14th move



- | | |
|------------|-------|
| 15 R × B ! | Q × R |
| 16 B × Pch | K—Q1 |

17 R—Q1 Kt—Q7
 18 Q—B2 B—Q2
 19 P—K6 ! B—R5
 20 R×Kt B×Q
 21 R×Qch K—B1
 22 P—K7 P—QKt3

If B—R5, 23 B—K6ch, etc.

23 P—K8(Q)ch, and wins

GAME CCLIX *

New York, 1857

MUZIO GAMBIT

White : **Black :**
 MORPHY AMATEUR

(Remove White's QKt)

1 P—K4 P—K4
 2 P—KB4 P×P
 3 Kt—B3 P—KKt4
 4 B—B4 P—Kt5
 5 Castles P×Kt

The danger of accepting the Muzio Gambit when receiving the odds of QKt is notorious. The game, indeed, has been roundly declared a win for White, owing to his additional ease in bringing his QR into the game.

6 Q×P Q—B3
 7 P—K5 Q×P
 8 B×Pch

Sometimes called the Morphy-Muzio (or the Double Muzio).

K×B

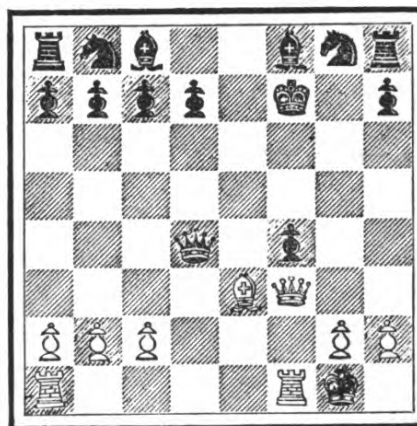
It is better to decline this piece by K—Q1.

* This and the five following games were all against the same player, apparently a member of the New York Chess Club.

9 P—Q4 Q×Pch
 10 B—K3

The advantage to White of the absence of his QKt now becomes clear.

Position after White's 10th move



Q—B3

If 10.. Q×P, 11 Q—Q5ch and 12 B—Q4. And if 10.. Q—Kt2; 10 Q—R5 leads to the same continuation as the text.

11 Q—R5ch Q—Kt3
 12 R×Pch Kt—B3
 13 R×Ktch K×R
 14 B—Q4ch K—K2 ?

14.. K—B2; 15 R—B1ch, K—Kt1 seems to enable Black to escape with a draw.

15 R—K1ch K—B2
 16 Q—Q5ch Q—K3
 17 Q—B3ch K—K1
 18 Q—R5ch K—Q1
 19 R×Q P×R
 20 B×R, and wins

GAME CCLX*New York, 1857***MUZIO GAMBIT**

White : **Black :**
MORPHY **AMATEUR**
 (*Remove White's QKt*)

- | | |
|---------|--------|
| 1 P—K4 | P—K4 |
| 2 P—KB4 | P×P |
| 3 Kt—B3 | P—KKt4 |
| 4 B—B4 | P—Kt5 |
| 5 P—Q4 | |

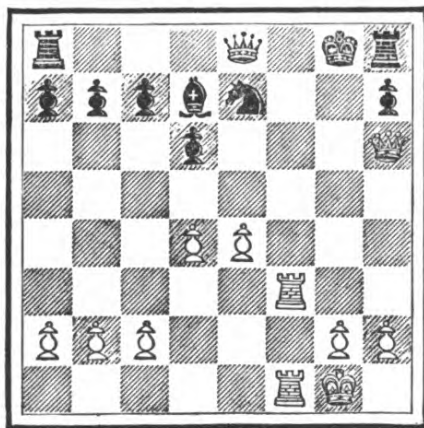
Ghulam Kassim's Attack. Black suffers if he does not play P—Q4 on his 5th or 6th move.

- | | |
|-----------|--------|
| | P×Kt |
| 6 Castles | B—R3 |
| 7 Q×P | Kt—QB3 |
| 8 B×Pch | K×B |

Black is worse off than in the previous game. He cannot refuse the second piece here.

- | | |
|-----------|-------|
| 9 Q—R5ch | K—Kt2 |
| 10 B×P | B×B |
| 11 R×B | Kt—R3 |
| 12 QR—KB1 | Q—K1 |
| 13 Q—R4 | P—Q3 |
| 14 Q—B6ch | K—Kt1 |
| 15 Q×Kt | B—Q2 |
| 16 KR—B3 | Kt—K2 |

Position after Black's 16th move



- | | |
|----------|--------|
| 17 P—KR4 | Kt—Kt3 |
| 18 P—R5 | B—Kt5 |
| 19 P×Kt | P×P |

White announced mate in 3.

- 20 R—B8ch, Q×R; 21 R×Qch, R×R; 22 Q×P, mate.

GAME CCLXI*New York, 1857***SCOTCH GAME**

White : **Black :**
MORPHY **AMATEUR**
 (*Remove White's QKt*)

- | | |
|---------|--------|
| 1 P—K4 | P—K4 |
| 2 Kt—B3 | Kt—QB3 |
| 3 P—Q4 | Kt×P |

Getting away from the books, which seldom paid against Morphy.

- | | |
|----------|-------|
| 4 Kt×P | Kt—K3 |
| 5 B—QB4 | Kt—B3 |
| 6 Kt×BP? | K×Kt |
| 7 B×Ktch | K×B? |

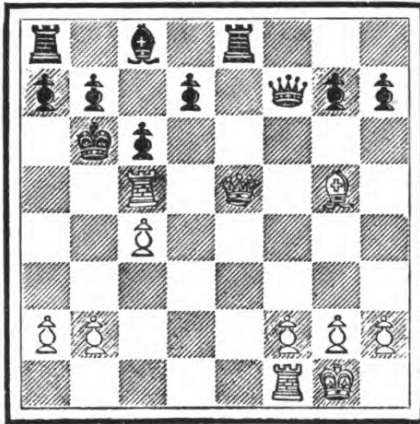
Black justifies Morphy's somewhat contemptuous sacrifice on move 6 by this bad move. P×B was correct.

- | | |
|------------|-------|
| 8 P—K5 | B—B4 |
| 9 Castles | Kt—Q4 |
| 10 Q—Kt4ch | K×P? |

10..K—B2; 11 Q—QB4, P—B3 seems the only resource.

- | | |
|----------|-------|
| 11 B—Kt5 | Q—B1 |
| 12 QR—Q1 | K—Q3 |
| 13 Q—K4 | Q—B2 |
| 14 P—B4 | K—B3 |
| 15 R×Kt | K—Kt3 |
| 16 R×B | P—B3 |
| 17 Q—K5 | R—K1 |

Position after Black's 17th move



White announced mate in 4.

GAME CCLXII*New York, 1857***EVANS GAMBIT**

White : **Black :**
MORPHY **AMATEUR**

(Remove White's QKt)

- | | |
|-----------|---------|
| 1 P—K4 | P—K4 |
| 2 Kt—B3 | Kt—QB3 |
| 3 B—B4 | B—B4 |
| 4 P—QKt4 | B × P |
| 5 P—B3 | B—B4 |
| 6 Castles | Kt—B3 ? |
| 7 P—Q4 | P × P |
| 8 P × P | B—Kt3 |
| 9 B—R3 | P—Q3 |
| 10 P—K5 | Kt—K5 |

Up to this move cp. Game CCLVIII.

- | | |
|----------|-------|
| 11 R—K1 | P—Q4 |
| 12 B—Kt5 | B—Kt5 |
| 13 R—QB1 | |

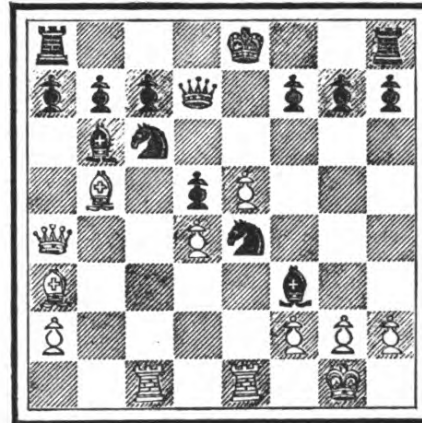
The advantage of the Knight's
 absence is again clear.

Q—Q2

14 Q—R4

B × Kt

Position after Black's 14th move



- | | |
|------------|------------|
| 15 QR × Kt | Castles QR |
| 16 P—K6 ! | |

Stopping Q—Kt5.

P × P

17 R × B, and wins

If 17..P—B3, 18 B × P, P × B ;
 19 Q—R6ch.

GAME CCLXIII*New York, 1857***EVANS GAMBIT**

White : **Black :**
MORPHY **AMATEUR**

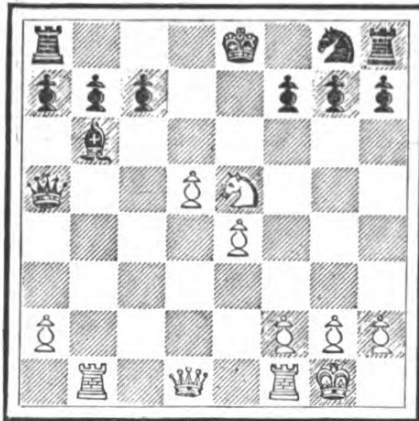
(Remove White's QKt)

- | | |
|-----------|--------|
| 1 P—K4 | P—K4 |
| 2 Kt—B3 | Kt—QB3 |
| 3 B—B4 | B—B4 |
| 4 P—QKt4 | B × P |
| 5 P—B3 | B—B4 |
| 6 Castles | P—Q3 |
| 7 P—Q4 | P × P |
| 8 P × P | B—Kt3 |
| 9 B—Kt2 | B—Kt5 |

Kt—R4 is best, though Morphy himself played Kt—B3, as in Games LXXXII, CCXXX.

10 B—Kt5	B—Q2
11 P—Q5	Kt—K4
12 B×Bch	Q×B
13 B×Kt	P×B
14 Kt×P	Q—Kt4 ?
15 R—Kt1	Q—R4

Position after Black's 15th move



16 Q—Kt4 !	Kt—K2
17 Q—Q7ch	K—B1
18 R—Kt3	B—Q5
19 Kt—B3	B—B4
20 R—B1	P—QB3
21 P—Q6	B×QP
22 Q×B	R—Q1
23 Q—Kt3	P—QKt3
24 Q—B7	R—B1
25 R—Q3	R—K1
26 R—Q8	Q—R3
27 KR—Q1, and wins	

GAME CCLXIV

New York, 1857

PETROFF'S DEFENCE

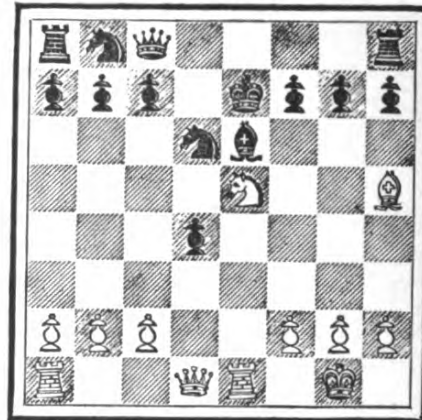
White :	Black :
MORPHY	AMATEUR
(Remove White's QKt)	

1 P—K4	P—K4
2 Kt—B3	Kt—KB3
3 P—Q4	P×P
4 P—K5	Q—K2 ?
5 B—K2	Kt—K5
6 Castles	P—Q4
7 P×Pi.p.	Kt×P
8 R—K1	B—K3
9 B—Kt5	Q—Q2

If P—KB3, 10 Kt×P.

10 Kt—K5	Q—B1
11 B—R5	B—K2
12 B×B	K×B

Position after Black's 12th move



13 Kt×P	Kt×Kt
14 B—Kt4	Kt—Q1
15 Q×P	R—Kt1
16 R×Bch !	Kt×R
17 R—K1	Kt—B3
18 Q—B5ch	K—B3

19 Q—B5*ch* K—K220 R × K*tch*, and wins

Black has collapsed in astonishing fashion, without having made any positive blunder.

GAME CCLXV

New Orleans, 1857

MUZIO GAMBIT

White : **Black :**
MORPHY MAURIAN
(Remove White's QKt)

1 P—K4	P—K4
2 P—KB4	P × P
3 Kt—B3	P—KKt4
4 B—B4	P—Kt5
5 P—Q4	P × Kt
6 Q × P	P—Q4
7 KB × P	P—QB3

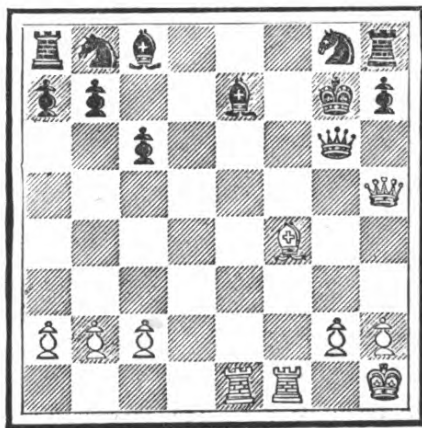
Inferior to Kt—KB3.

8 B × P <i>ch</i>	K × B
9 Q—R5 <i>ch</i>	K—Kt2
10 B × P	B—K2

10.. Kt—B3; 11 B—K5, Kt—Q2 would take the sting out of White's attack.

11 CastlesKR	Q × P <i>ch</i>
12 K—R1	Q × KP
13 QR—K1	Q—Kt3

Position after Black's 13th move

14 R × B*ch* K—B1

If Kt × R, 15 B—R6 and mate next move.

15 B—Q6*dis.ch* Resigns

GAME CCLXVI

New Orleans, 1858

KING'S KNIGHT'S GAMBIT

White : **Black :**
MORPHY MAURIAN
(Remove White's QKt)

1 P—K4	P—K4
2 P—KB4	P × P
3 Kt—B3	P—Q4

A simple defence and, in the absence of White's QKt, very effective.

4 P × P	Q × P
5 B—K2	Kt—KB3
6 Castles	B—K2
7 P—Q4	Castles
8 B × P	P—B3

P—B4 is better.

9 P—B4	Q—Q1
10 Q—B2	B—KKt5
11 QR—Q1	B—R4
12 Kt—K5	B—Kt3
13 Q—Kt3	Q—Kt3
14 Q—KR3	Kt—R3 ?

There was no harm in Q × KtP, whereas trouble follows the text-move.

15 P—B5	Q—Q1
16 B × Kt	P × B
17 Kt × QBP	Q—K1
18 Kt × B <i>ch</i>	Q × Kt
19 B—Q6	Q—K3
20 B × R !	Q × Q
21 P × Q	K × B
22 P—Q5	R—Q1

23 P—B6

23 P—Q6 would be met by B—K5.

R × P

24 P—B7

R—Kt4ch

25 K—B2

R—B4ch

26 K—K3

White rightly declines the draw through K—Kt1 or Kt2.

R—K4ch

27 K—Q4

R—K1

28 K—B4

28 K—B5 wins, for if then K—K2, 29 KR—K1ch, B—K5 (Kt—K5ch, 30 K—B6); 30 R × Bch, Kt × Rch; 31 K—B6, etc. Or 28..B—K5; 29 R—Q8, B—Kt2; 30 R—K1! A rare miscalculation for Morphy.

K—K2

29 KR—K1ch

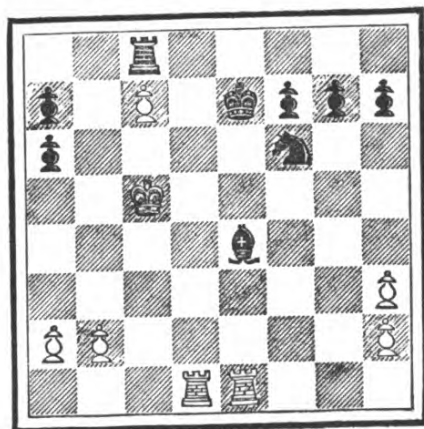
B—K5

30 K—B5

If 30 R—Q4, Black plays R—QB1, giving up his two minor pieces for a R and the QBP, winning the ending on Pawns.

R—QB1

Position after Black's 30th move



31 R × Bch

Kt × Rch

32 K—B6

Kt—B4!

An excellent move on the part of Morphy's pupil. If 33 K × Kt, then, of course, R × Pch, followed by R—B7.

33 P—Kt4

Kt—K3

34 R—Q7ch

K—B3

K—K1 is quicker.

35 P—QR4

R × Pch

36 R × R

Kt × R

37 K × Kt

K—K3

38 P—Kt5

P × P

39 P × P

P—B4

40 K—Kt7

P—B5

41 K × P

P—B6

42 P—Kt6

P—B7

43 P—Kt7

P—B8(Q)

44 P—Kt8(Q)

Q—R8ch,

and wins

Black wins both White's Pawns before his own RP can be touched.

GAME CCLXVII

New Orleans, 1858

EVANS GAMBIT

White :

Black :

MORPHY

WORRALL

(Remove White's QKt)

1 P—K4

P—K4

2 Kt—B3

Kt—QB3

3 B—B4

B—B4

4 P—QKt4

B × P

5 P—B3

B—K2 ?

Odds-receivers are fond of inferior variations.

6 P—Q4

Kt—B3

7 P × P

Kt—KKt5

8 Castles

KKt × KP

9 Kt × Kt

Kt × Kt

10 B—Kt3

Castles

11 P—KB4 B—B4*ch*
12 K—R1 Kt—Kt3

Kt—B3 is better. Black merely encourages White to come on.

13 P—B5 Kt—K4
14 P—B6 P×P
15 B—R6 P—Q3

Why not R—K1, preparing for B—B1?

16 Q—K1 B—K3
17 Q—Kt3*ch* Kt—Kt3
18 P—KR4 K—R1
19 P—R5 R—KKt1
20 P×Kt R×P
21 Q—R4 B×B

P—KB4 is much better, as also on the next move.

22 P×B Q—K2
23 R—B5 R—K1
24 R—K1 QR—KKt1
25 R—R5! R×P
26 B—Kt5 R—Kt2
27 B×P, and wins

8 P—KR3 B×Kt
9 Q×B Castles
10 B—Kt3 K—R1
11 P—B4 P—B4
12 P×Pi.*p.* Kt×P? |

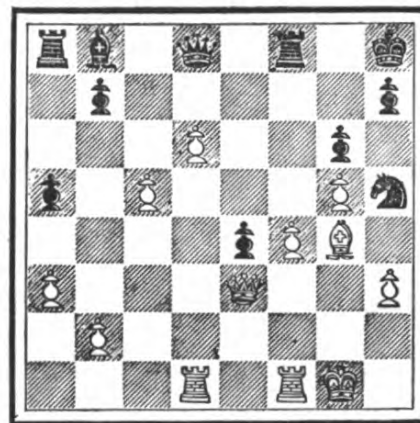
P×P is much better, not allowing White a passed Pawn.

13 B—K3 B—B2
14 QR—Q1 B—Kt3
15 P—B5 B—B2
16 P—Q5 Kt—QR4
17 P—Q6 B—Kt1
18 B—K6 Kt—B3

White threatened P—QKt4.

19 B×P P—QR4
20 P—KKt4 Kt—Kt5
21 P—R3 QKt—Q4
22 P—Kt5 Kt×B
23 Q×Kt Kt—R4
24 B—Kt4 P—KKt3

Position after Black's 24th move



25 P—B5 P—Kt3
26 Q—B3*ch* K—Kt1
27 Q—B4*ch* K—R1
28 Q—Q4*ch* Kt—Kt2
29 P—B6 R—B2
30 P×Kt*ch* R×P
31 R—B7, and wins

x

GAME CCLXVIII

New Orleans, 1858

FALKBEER COUNTER GAMBIT

White : **Black :**
MORPHY **WORRALL**
(Remove White's QKt)

1 P—K4 P—K4
2 P—KB4 P—Q4
3 KP×P P—K5
4 B—B4 B—Q3
5 Kt—K2 B—KKt5
6 Castles P—KB4
7 P—Q4 Kt—KB3

GAME CCLXIX*New Orleans, 1858***FRENCH DEFENCE**

White : **Black :**
MORPHY **WORRALL**

(Remove White's QKt)

1 P—K4	P—K3
2 P—KB4	P—Q4
3 P—K5	Kt—QB3 ?

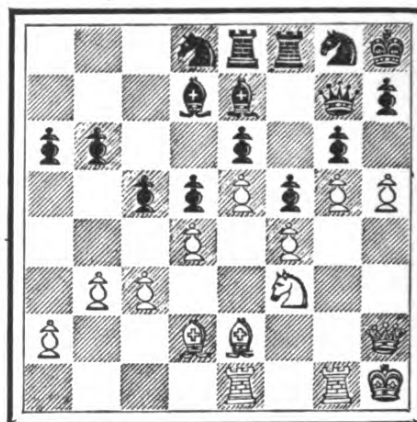
This allows White far too strong a centre.

4 P—Q4	Kt—R3
5 Kt—B3	B—K2
6 P—B3	P—B3
7 B—Q3	Castles
8 Castles	Q—K1
9 P—KR3	Q—R4
10 Q—K1	B—Q2
11 B—Q2	QR—K1
12 Q—Kt3	P—B4
13 QR—K1	K—R1
14 B—K2	Q—Kt3
15 Q—R2	Kt—Q1
16 K—R1	P—R3
17 P—QKt3	P—Kt3
18 R—KKt1	Q—B2

Black's timid and hesitating defence has given White the time necessary to prepare the attack, which now begins.

19 P—KKt4	P—B4
20 P—Kt5	Kt—Kt1
21 P—KR4	P—Kt3
22 P—R5	Q—Kt2

Position after Black's 22nd move



23 Kt—R4	BP × P
24 Kt × Pch !	P × Kt
25 P × Pdis.ch	Kt—R3
26 P × Kt	Q—Kt1
27 P—Kt7ch	K—R2
28 B—R5	Resigns

GAME CCLXX*Paris, 1859***FRENCH DEFENCE**

White : **Black :**
MORPHY **DELANNOY ***

(Remove White's QKt)

1 P—K4	P—K3
2 P—KB4	P—Q4
3 P—K5	P—QB4
4 Kt—B3	Kt—QB3

* Alphonse Delannoy, b. Evreux, 1806 ; part-conductor, in turn, of *Le Palamède*, *La Régence*, *La Nouvelle Régence*, and *La Stratégie* ; prolific writer on chess matters not only in France, but also in England and the U.S. ; d. 1883. A caution must be given that not all Delannoy's amusing reminiscences of Morphy can be treated as history. See *B.C.M.*, vol. i, where Mr. John Watkinson demolishes some of them.

5 P—B3 Q—Kt3
 6 B—Q3 P—Q5
 7 Q—K2 Kt—R3
 8 P—QKt3 B—K2
 9 B—Kt2 B—Q2
 10 P—KKt4 Castles KR

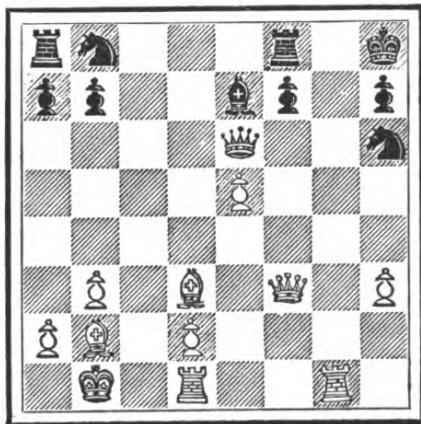
Very rash, in face of the coming attack. A lesser evil would be KKt × P, following by castling on the Q side.

11 P—KR3 Q—Q1
 12 Castles QR

In his treatment of the French here Morphy has taken full advantage of the absence of his QKt, especially in the development of his Bishops and in his present move. Of course, his opponent has unwittingly collaborated.

13 B—B2 K—R1
 14 P × P Kt—QKt1
 15 P—B5 B—QB3
 16 KtP × P KP × P
 17 P—B6 P—Q6
 18 P × Pch K × P
 19 KR—Kt1ch K—R1
 20 B × P B × Kt
 21 Q × B Q—B1ch
 22 K—Kt1 Q—K3

Position after Black's 22nd move



23 Q—K4 Kt—B4

If P—B4, 24 P × P*i.p.*, Q × Q, White mates in 3.

24 B—B4 Q—B1
 25 B × P R × B

If Q—Q1, 26 P—K6*dis.ch.*, B—B3;
 27 P—K7, Q × KP; 28 Q × Q.
 And if Kt—Kt2, 26 P—K6, etc.

26 P—K6*dis.ch.* R—B3
 27 Q × Kt Q—B1
 28 QR—KB1 Kt—B3
 29 Q × Rch B × Q
 30 R × B Q—Kt2

White mates in 3.

GAME CCLXXI

London, April 1859

CENTRE COUNTER

White : **Black :**
 MORPHY PINDAR *
 (*Remove White's QKt*)

1 P—K4 P—Q4
 2 P × P Q × P
 3 P—QB4 Q—Q1
 4 P—Q4 P—K4

Offering a Pawn in order to exchange Queens and a Bishop a side by B—Kt5*ch.*

5 B—Q3 B—Kt5*ch*
 6 B—Q2 B × Bch
 7 Q × B Kt—QB3
 8 Kt—K2 Kt—B3
 9 P—Q5 Kt—Q5
 10 Kt—Kt3 Castles
 11 Castles KR R—K1
 12 QR—K1 Q—Q3

* E. Pindar took 4th place, Manchester tournament, 1857.

13 P—B4	P—B4
14 BP × P	R × P
15 R × R	Q × R
16 R—K1	Q—Q3
17 Q—Kt5	B—Q2
18 R—KB1	R—K1
19 P—Kt4	P—QKt3
20 Q—R4	P—KR3
21 P × P	P × P
22 P—KR3	R—K6
23 Kt—K4	Kt × Kt
24 Q—Q8ch	Q—B1
25 Q × B	R × B
26 R—K1	Kt—KB3
27 Q—B7	Kt—B4,

and wins

Pindar's methods, at the odds, are scientific, and this gives the game its interest.

GAME CCLXXII*New York, 1859***EVANS GAMBIT****White : Black :****MORPHY LICHTENHEIN***(Remove White's QKt)*

1 P—K4	P—K4
2 Kt—B3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B × P
5 P—B3	B—B4
6 Castles	Kt—B3 ?

As played by Lichtenhein in Game CLX.

7 P—Q4	P × P
8 P × P	B—Kt3
9 B—R3	P—Q3
10 P—K5	P × P
11 Q—Kt3	B—K3

If Q—Q2, 12 Kt × P, Kt × Kt ; 13 P × Kt, Kt—K5 ; 14 QR—Q1, Q—

B4 ; 15 B × Pch, Q × B ; 16 R—Q8ch.

12 B × B	P × B
13 Q × Pch	Kt—K2
14 Kt × P	R—KB1
15 KR—K1	Kt—Q4
16 Q—Kt4	P—KKt3
17 Q—R4	P—QR4

Intending Kt—Kt5 ; but he fails to make that move at the proper moment.

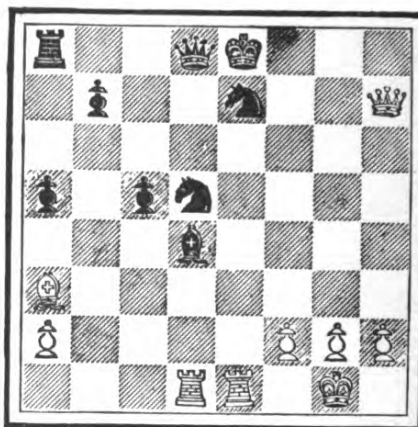
18 Q × P	B × P
19 Kt × P	P—B4

If B × Pch, 20 K—R1, B × R ; 21 R × B, and wins.

20 Kt × R	K × Kt
21 QR—Q1	K—K1

Now he should have played Kt—Kt5.

Position after Black's 21st move



22 B × P !	B × B
23 Q—Kt8ch	K—Q2
24 QR × Ktch	Kt × R
25 Q × Ktch	B—Q3
26 Q × Pch	Q—B2
27 Q × R, and wins	

GAME CCLXXIII*New York, 1859***EVANS GAMBIT**

White : **Black :**
MORPHY **LICHTENHEIN**

(Remove White's QKt)

1 P—K4	P—K4
2 Kt—B3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—B4
6 Castles	B—Kt3
7 P—Q4	P—Q3

More usual (in the days of the Evans) was 7...P×P; 8 P×P, P—Q3.

8 P×P	P×P
-------	-----

J.L. commends B—K3 in this position.

9 Q—Kt3	Q—B3
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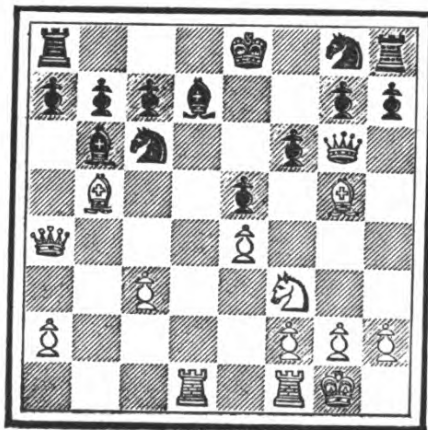
Q—K2 seems better.

10 B—KKt5	Q—Kt3
11 B—Kt5	B—K3

In another game at the same odds Lichtenhein played P—B3!

12 Q—R4	B—Q2
13 QR—Q1	P—B3

Position after Black's 13th move



14 R×B!	K×R
---------	-----

If P×B, 15 Kt×KP.

15 B×Ktch	P×B
16 R—Q1ch	K—K2
17 Kt×P	Q×B
18 R—Q7ch	K—K1
19 Q×BP	Q×Kt

If Q—B8ch, 20 R—Q1dis.ch, and mates in 4 at most.

20 R×BPdis.ch	K—B1
21 Q×Rch	Q—K1
22 R—B8	Q×R
23 Q×Qch	K—B2
24 P—B4	P—Kt4
25 P—B5	B—R4
26 P—B6	Resigns

GAME CCLXXIV*New York, 1859***EVANS GAMBIT**

White : **Black :**
MORPHY **THOMPSON**

(Remove White's QKt)

1 P—K4	P—K4
2 Kt—B3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—R4
6 Castles	Kt—B3
7 Kt—Kt5	

Cp. Game CCLV.

8 P—B4	Castles
	P—KR3 ?

P—Q4 is the move. In another game about the same time Thompson played P×P, which is not bad.

9 Kt×P	R×Kt
10 B×Rch	K×B
11 P×P	B—Kt3ch
12 P—Q4	QKt×KP

13 Q—R5ch Kt—Kt3 ?

13..K—Kt1 ; 14 Q×Kt, P—Q3
would leave Black with two pieces
for the Rook and a good position.

14 P—K5 P—B4
15 P×Kt KtP×P
16 B×P P—Q4
17 B—Kt5 Resigns

GAME CCLXXV

New York, 1859

EVANS GAMBIT

White : **Black :**
MORPHY THOMPSON
(Remove White's QKt)

1 P—K4 P—K4
2 Kt—B3 Kt—QB3
3 B—B4 B—B4
4 P—QKt4 B×P
5 P—B3 B—R4
6 Castles B—Kt3

So *J.L.* gives the score. *M.L.*
transposes this and Black's 11th
move.

7 P—Q4 P—Q3
8 P×P Kt×P

See Game CCLXXIII at this point.

9 Kt×Kt P×Kt
10 B×Pch K—K2
11 Q—Kt3 Kt—B3
12 B—R3ch P—B4
13 QR—Q1 Q—B2
14 P—KB4 R—B1

Loss of time. R—Q1 at once is
best.

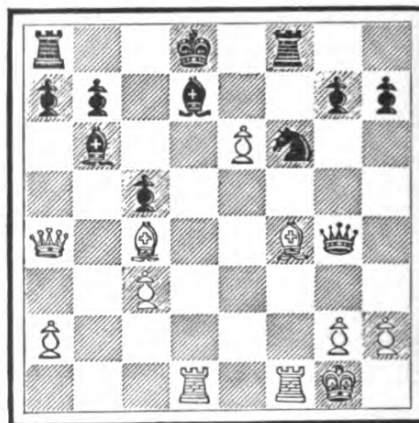
15 B—B4 R—Q1
16 QR—K1 B—Q2
17 B—B1 R—KB1

18 P×P Q×P
19 B—B4 Q—R4
20 R—Q1 K—Q1

If Kt—K1, 21 R—Q5, followed by
B—Kt5ch.

21 P—K5 Kt—K1
22 Q—R4 Q—Kt5
23 P—K6 Kt—B3

Position after Black's 23rd move



White announced mate in 3.

GAME CCLXXVI

New York, 1859

EVANS GAMBIT

White : **Black :**
MORPHY THOMPSON
(Remove White's QKt)

1 P—K4 P—K4
2 Kt—B3 Kt—QB3
3 B—B4 B—B4
4 P—QKt4 B×P
5 P—B3 B—R4
6 Q—B2

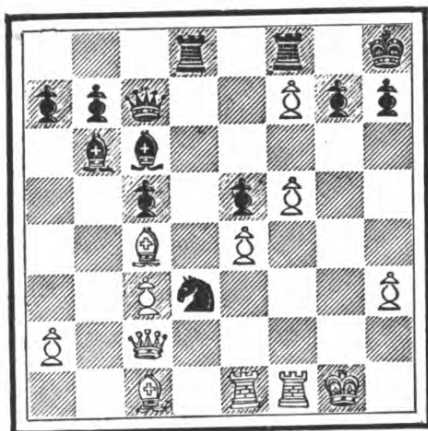
An eccentric move, such as Morphy
seldom permitted himself to make.
The Queen has little influence here.

	Kt—B3
7 Castles	P—Q3
8 P—Q4	B—Kt3
9 P×P	QKt×P
10 Kt×Kt	P×Kt
11 B—R3	P—B4
12 P—B4	Castles
13 P—B5	

If 13 P×P, Kt—Kt5.

	Q—B2
14 P—R3	B—Q2
15 QR—K1	B—B3
16 P—Kt4	QR—Q1
17 P—Kt5	Kt—R4
18 P—Kt6	Kt—B5
19 P×BPch	K—R1
20 B—B1	Kt—Q6!

Position after Black's 20th move



21 B—KKt5

If 21 B×Kt, P—B5*dis.ch.*

	Kt×R
22 R×Kt	R—Q3
23 Q—K2	R×P
24 Q—R5	KR—B3
25 R—KB1	Q—Q2
26 R—K1	B—Q1
27 B×R	B×B

28 B—B7	R—Q6
29 B—B4	R—Kt6 <i>ch</i>
30 K—R2	Q—Q7 <i>ch</i>

White resigns.

GAME CCLXXVII

New York, 1859

EVANS GAMBIT DECLINED

White :	Black :
MORPHY	THOMPSON
(Remove White's QKt)	

1 P—K4	P—K4
2 Kt—B3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B—Kt3
5 P—QR4	P—QR3
6 P—Q4	

Black having declined to defend the Gambit, White is obliged to make an onset at any cost, comments the annotator (presumably Morphy himself) in *A.C.M.*, March 1860. Cp. Game CCLXXXV, where Black replies with 6...B×P.

	P×P
7 P—B3	P—Q3
8 Q—Kt3	Q—K2
9 Castles	B—K3
10 P—R5	B—R2
11 P—Kt5	B×B
12 Q×B	Kt—K4?

Black should have played 12.. RP×P, followed by Q—Q2 and the development of the KKt. He need not trouble about his Pawn on QKt2 (*A.C.M.*).

13 Kt×Kt	P×Kt
14 KtP×P	P—QB3
15 R—Kt1	R—Kt1
16 RP×P	R×P

17 Q × QBPch R—Q2
 18 R—Kt7 K—Q1
 19 B—R3 Q—K3
 20 R × Rch Q × R
 21 Q—R8ch Q—B1
 22 Q × B Q—B2
 23 Q—R8ch K—Q2
 24 R—Kt1, and wins

M.L. points out that in *A.C.M.*, 1861, p. 11, this game is republished with a different conclusion, viz. 22.. Q × P; 23 R—Kt1. The point is of no importance, however.

GAME CCLXXXVIII

New York, 1859

PHILIDOR'S DEFENCE

White : **Black :**
 MORPHY THOMPSON

(Remove White's QKt)

1 P—K4 P—K4
 2 Kt—B3 P—Q3
 3 P—Q4 Kt—QB3

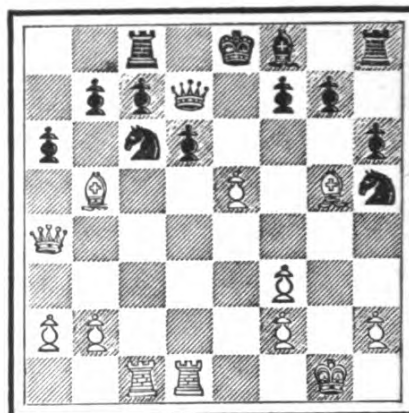
This is not one of the recognized defences in the Philidor.

4 P—B3 Kt—B3
 5 B—Q3 B—Kt5
 6 Castles P × P
 7 P × P B × Kt
 8 P × B QKt × P
 9 Q—R4ch Kt—B3
 10 B—QKt5 Q—Q2

Maroczy suggests Kt—Q2, giving back the won Pawn in order to gain time for B—K2 and CastlesKR.

11 R—Q1 P—QR3 ?
 12 P—K5 Kt—KR4
 13 B—Kt5 ! P—R3
 14 QR—B1 R—B1

Position after Black's 14th move



15 Q—K4 ! P—B4 ?
 16 P × P*i.p.dis.ch*, and wins

Black's 15th move was immediately fatal. Perhaps 15..B—K2 was best. Then might follow 16 B × Kt, P × B; 17 B × B, Q × B; 18 Q × Pch, Q—Q2; 19 P × P, Q × Q; 20 R × Q, K—Q2; 21 R × RP (*A.C.M.*).

GAME CCLXXIX

New York, 1859

KING'S KNIGHT'S GAMBIT

White : **Black :**
 MORPHY G. P. WARE

(Remove White's QKt)

1 P—K4 P—K4
 2 P—KB4 P × P
 3 Kt—B3 P—KKt4
 4 B—B4 B—Kt2
 5 P—KR4 P—KR3
 6 P—Q4 P—Q3
 7 P—B3 Q—K2
 8 Castles B—Kt5
 9 Q—Kt3 P—QB3
 10 B—Q2 B × Kt
 11 R × B Kt—B3

12 R—K1	Kt—Kt5
13 QR—KB1	Castles
14 P×P	P×P
15 B—Q3	Kt—KR3
16 R—R3	Kt—R3
17 Q—Q1	P—KB4

Up to this point Black has played steadily and well. But the text-move is unnecessarily risky. Why not Kt—B2 ?

18 Q—Kt3ch	R—B2
19 R—K1	Q—Q2
20 P×P	QR—K1 ?

Kt×P is necessary.

21 R×Rch	Q×R
22 P—B6	P—Q4

And here B—B1 is best, giving up the Exchange.

23 P×B	K×P
24 Q—Q1	P—Kt5
25 R×Kt	K×R
26 Q×P	R—B3
27 B×Pch	R×B
28 Q×Rch	Resigns

GAME CCLXXX

Paris, 1863

MUZIO GAMBIT

White :	Black :
MORPHY	ST. LEON

(Remove White's QKt)

1 P—K4	P—K4
2 P—KB4	P×P
3 Kt—B3	P—KKt4
4 B—B4	P—Kt5
5 P—Q4	P×Kt
6 Q×P	B—R3

P—Q4 is imperative. Cp. Game CCLX.

7 Castles	Q—B3
8 P—K5	Q—Kt2
9 QB×P	B×B
10 Q×B	Kt—KR3
11 R—B3	R—Kt1
12 R—KKt3	Q—B1
13 R×R	Kt×R
14 R—KB1	

Now the odds-giver profits by the immediate intervention of his QR.

	Kt—KR3
15 P—KKt4	P—Q3

Even now P—Q4 might have been played, and if then 16 B×P, P—QB3 ; 17 B—Kt3, Q—Kt2.

16 P—K6	P—KB3
17 P—Kt5	Q—Kt2
18 Q×P	Q×Q
19 R×Q	Kt—Kt1
20 R—B7	P—B3
21 R—Kt7	Kt—K2
22 R×P	K—Q1
23 R—R8ch	K—B2
24 R—K8	P—Q4

If 24..Kt—B4, 25 P—Kt6. If 24..Kt—Q4, then 25 B×Kt, P×B ; 26 P—KR4, and no sacrifices can save Black.

25 R×Ktch	K—Q3
26 R—K8	P×B
27 R×B	K×P
28 P—KR4	K—B4

If K—B2, White brings his King up.

29 R—Kt8, and wins

A remarkable game on both sides—Black not yet having discovered that he has Q side pieces, except the lost Bishop !

GAME CCLXXXI

Havana, 1864

FRENCH DEFENCE

White : **Black :**
 MORPHY A. MEDINA

(Remove White's QKt)

1 P—K4 P—K3
 2 P—KB4

Morphy's favourite variation against the French when giving odds. Cp. Games CCLXIX, CCLXX.

	P—Q4
3 P—K5	B—B4 ?
4 P—Q4	B—Kt3
5 B—K3	Kt—K2
6 Kt—B3	Kt—B4
7 B—B2	Q—K2
8 P—B3	P—B4
9 P—KKt4	Kt—KR3
10 B—R4	Q—B2
11 P—KR3	Kt—B3
12 B—K2	P×P
13 P×P	B—R4 <i>ch</i>
14 K—B2	B—Q2
15 P—R3	Q—B1

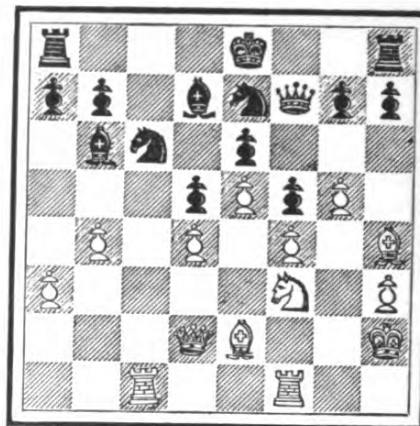
Clearing the line for the KB. But the manœuvre is a waste of time, as he soon plays B—Kt3 and Q—Q1.

16 P—Kt4	B—Q1
17 B—Kt3	B—Kt3
18 R—QB1	Q—Q1
19 K—Kt2	P—B3
20 B—R4	Q—K2
21 R—B1	Q—B2
22 K—R2	Kt—KKt1

Black should castle KR.

23 Q—Q2	KKt—K2
24 P—KKt5	P—B4

Position after Black's 24th move



25 P—Kt6 !	KKt×P
P×P is better.	
26 Kt—Kt5	Q—Kt1
27 B—R5	K—B1
28 R×Kt	P×R
29 P—Kt5	P—B4
30 P×P	KB×P
31 R—B1	B—K2
32 R—B7	B—K1
33 B×Kt	P×B
34 R×B	R×B

If K×R, 35 Q—Kt4*ch*, K—Q2 ; 36 Q—Q6*ch*, K—B1 ; 37 Kt×P, etc.

35 Q—Kt4, and wins

GAME CCLXXXII

New Orleans, 1866

EVANS GAMBIT

White : **Black :**
 MORPHY MAURIAN

(Remove White's QKt)

1 P—K4	P—K4
2 Kt—B3	Kt—QB3
3 B—B4	B—B4

4 P—QKt4 B×P
 5 P—B3 B—B4
 6 Castles P—Q3
 7 P—Q4 P×P
 8 P×P B—Kt3
 9 P—Q5

For other instances of Morphy adopting the hazardous line of attack 9 P—Q5, and 10 P—K5, in games against odds, see the two following games.

10 P—K5 Kt—R4
 11 Q—R4ch Kt×B
 12 Q×Kt Q—Q2 ?
 13 R—K1 Kt—K2
 P×P ?

Castling is imperative.

14 Kt×P Q×P
 15 Q—R4ch !

A move on which Black did not reckon, but much better than the obvious 15 Q×Q, Kt×Q ; 16 Kt—Kt6*dis.ch.*, B—K3 ; 17 Kt×R, whereon Black wins the Knight by K—Q2.

16 Kt×B B—Q2
 17 R×Ktch ! Q×Kt
 18 B—R3ch K×R
 K—K1

Black's only chance was to give up the Queen for the Rook (either here or next move) by K—Q1, when he would have been by no means badly off. But he hoped to save his Queen by his 19th move.

19 R—K1ch B—K6
 20 Q—Kt3 K—Q1
 21 Q×KtP R—QB1

21..Q—B1 left a mate in 4. If 21..B×Pch ; 22 K×B, Q—Q7ch ; 23 R—K2, Q—Q5ch ; 23 R—K3 and Black has only 2 more checks at the most.

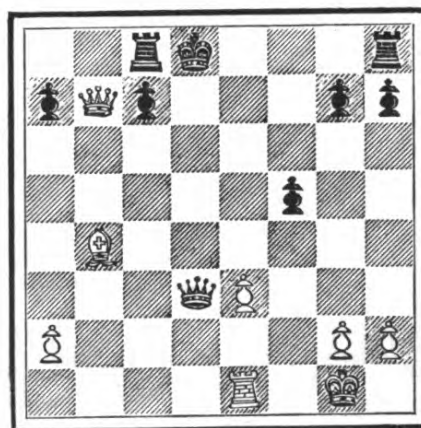
22 P×B Q—Q6

22..P—QB3 was better, and if then 23 Q—Kt3, Q—K3.

23 B—Kt4 P—KB4

And here Steinitz says that K—Q2 still gave Black good prospects. Playing to guard against 24 Q—B3 (with Q—K5) he fails to see White's beautiful rejoinder.

Position after Black's 23rd move



24 R—K2!! R—K1

If Q×R, mate in 3.

25 R—Q2 R×P
 26 R×Qch R×R
 27 B—K7ch Resigns

GAME CCLXXXIII

New Orleans, Nov. 1866

EVANS GAMBIT

White : **Black :**
 MORPHY MAURIAN

(Remove White's QKt)

First 10 moves as in preceding game

11 Q—R4ch B—Q2

Much better than Black's Q—Q2

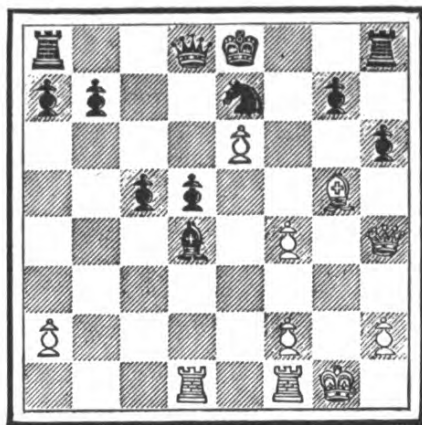
in the preceding and following games.

12 Q × Kt	Kt—K2
13 P—K6	P × P
14 P × P	B—B3
15 B—Kt5	P—KR3 ?

Black should castle here.

16 Q—KR4	B × Kt
17 P × B	P—Q4
18 P—B4	B—Q5
19 QR—Q1	P—B4

Position after Black's 19th move



20 P—B5 ! Q—Q3

If now or on the next move Kt × P, White mates in 3.

21 KR—K1	P—KKt3
22 R × B	P × R
23 P—B6	Kt—B4
24 Q—R3	R—QB1
25 P—B7ch	K—B1
26 B—B6	Q—B5

If Kt—Kt2, 27 Q—Kt4, P—Kt4 ; 28 Q × QP, Kt—B4 ; 29 Q—Q3, Kt—Kt2 ; 30 Q—Kt6, etc.

27 B × R	R—B3
28 Q × Kt	Q × Q

White announced mate in 2.

GAME CCLXXXIV

New Orleans, 1867

EVANS GAMBIT

White :	Black :
MORPHY	MAURIAN

(Remove White's QKt)

First 12 moves as in Game

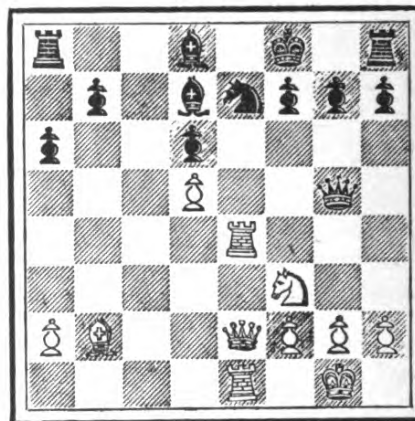
CCLXXXII

13 R—K1 Q—Kt5

See Game CCLXXXII.

14 R—K4	Q—Kt3
15 P × P	P × P
16 Q—K2	B—Q1
17 Kt—R4	Q—B3
18 B—Kt2	Q—Kt4
19 Q—Kt5ch	K—B1
20 QR—K1	P—QR3
21 Q—K2	B—Q2
22 Kt—B3	

Position after White's 22nd move



Q × QP

Black's only defence in a very difficult position.

23 R × Kt B—K3

24 B × Pch K × R
 If K × B, 25 Q—Kt2ch, K—B1 ;
 26 R × B.

25 R—Q1 Q × P
 26 Q—K4 B—B2 !
 27 Q—KR4ch K—Q2
 28 Kt—K5ch K—K1
 29 Kt—Kt4 B—Q1
 30 Kt—B6ch B × Kt
 31 B × B R—KKt1
 32 Q—QKt4 Q—B7
 33 Q × QP R × Pch

The only move again.

34 K × R Q—B3ch
 35 Q × Q P × Q

Morphy has now the task of drawing against a majority of two passed Pawns by means of Bishops of opposite colours.

36 K—Kt3 B—Q4
 37 K—B4 K—Q2
 38 R—KKt1 R—K1
 39 R—Kt7 R—K7
 40 R × RP R × Pch
 41 K—K5 P—R4
 42 R—R8 P—R5
 43 R—R8 B—Kt6
 44 P—R4 R—K7ch
 45 K—B4 R—KKt7
 46 K—K5 R—K7ch
 47 K—B4 B—Q8
 48 R—Q8ch K—K3
 49 R × B K × B

Though the Bishops are gone, White still draws by correct play.

50 R—Q6ch K—Kt2
 51 R × P P—R6
 52 R—QR6 R—QR7

If P—R7 the draw is obvious.

53 K—Kt5 R—R8
 54 R—R7 P—R7
 55 K—R5 K—B3
 56 K—R6 R—R8
 57 R—R6ch K—K4
 58 R × P R × Pch
 59 K—Kt5 R—K5
 60 R—KB2 Draw

GAME CCLXXXV

New Orleans, 1869

EVANS GAMBIT DECLINED

White : **Black :**
 MORPHY MAURIAN
 (*Remove White's QKt*)

1 P—K4 P—K4
 2 Kt—B3 Kt—QB3
 3 B—B4 B—B4
 4 P—QKt4 B—Kt3
 5 P—QR4 P—QR3
 6 P—Q4

See 1st note on Game CCLXXVII.

7 Kt × B B × P
 8 Castles Kt × Kt
 9 R—R3 P—Q3
 10 P—B4 Kt—K2
 11 B × B B—K3
 12 P—B5 Kt × B
 13 R—KKt3 Kt—Q5
 14 P—B3 K—Q2 !
 15 R × P QKt—B3
 16 Q—Kt3 P—B3
 17 R—B7 Q—KB1
 18 Q—K6ch Q—KKt1
 19 R × BP K—K1
 Kt—Q1

Much better than merely exchanging Queens. Now Black wins the Exchange as well as forcing the Queens off.

20	Q × Qch	Kt × Q
21	B—Kt5	Kt × R
22	B × Kt	R—KKt1
23	P—R3	K—B2
24	B—R4	P—KR4
25	K—B2	Kt—B3
26	R—KKt1	R—Kt2
27	K—B3	QR—KKt1
28	P—Kt3	

28 P—Kt4, P × P ; 29 P × P, R—R2 ; 30 B—Kt3, K—B3 would leave White without prospects.

		Kt—Kt1
29	R—Q1	Kt—Q2
30	P—B4	Kt—B3
31	P—B5	R—Q1
32	P—Kt5	RP × P
33	RP × P	P—Q4
34	K—K2	R—Q2
35	P × P	Kt × P
36	R—QB1	Kt—B3
37	K—K3	R—Kt1
38	P—B6	P × P
39	R × P	Kt—K1
40	R—KR6	R—Q4
41	R—R7ch	R—Kt2
42	R × P	R × P
43	R—R8	Kt—B3

Kt—Q3 is also good.

44	B × Kt	K × B
45	P—Kt4	R—Kt5
46	R—R6ch	K—B2
47	R—R5	R—KB5
48	R—R6	R—Kt5
49	R—R5	P—B4
50	P—Kt5	R—KB5
51	P—B6	R—Kt1
52	P—R4	P—B5
53	R—R7ch	K—B1
54	K—Q2	R—B6
55	R—QB7	R—Q6ch
56	K—B2	R—Q5

57	R—KR7	R—Kt5
58	K—B3	R—Kt3
59	R—R8ch	K—B2
60	K—Kt4	R—Kt1
61	R—R7ch	K—K3
62	R—K7ch	K—B4
63	R—KKt7	R—Kt1ch
64	K—B5	R × RP
65	P—B7	R—KB1
66	K—Q6	P—B6
67	K—K7	QR—R1
68	P—Kt6	P—B7
69	R—R7	K × P

White resigns.

An excellent example of Morphy facing impossible odds. Maurian must have credit, however, for his clever play in the later stage of the opening, which secured him a win in the end.

GAME CCLXXXVI

New Orleans, March 21, 1869

EVANS GAMBIT

White :	Black :
MORPHY	MAURIAN

(Remove White's QKt)

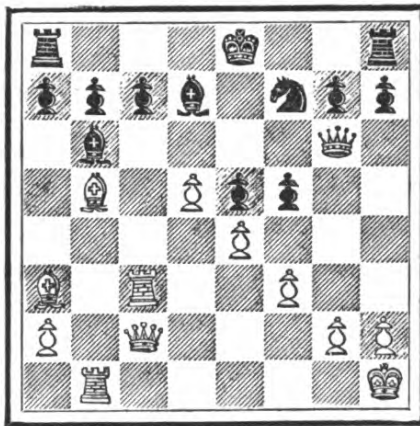
1	P—K4	P—K4
2	Kt—B3	Kt—QB3
3	B—B4	B—B4
4	P—QKt4	B × P
5	P—B3	B—B4
6	Castles	P—Q3
7	P—Q4	P × P
8	P × P	B—Kt3
9	P—Q5	Kt—K4 ?
10	Kt × Kt	P × Kt
11	B—Kt2	Q—B3
12	B—Kt5ch	K—B1
13	K—R1	Kt—R3
14	B—K2	

Preventing Kt—Kt5 before advancing P—B4, which, however, Black in his turn prevents.

	Q—B5
15 P—B3	P—KB3
16 R—B1	Kt—B2
17 R—B3	Q—R3
18 B—R3ch	K—K1
19 Q—B2	B—Q2
20 R—QKt1	Q—Kt3
21 B—Kt5	P—KB4

If B×B, 22 R×B, Kt—Q3; 23 B×Kt, P×B; 24 R×B, P×R; 25 R—B8ch.

Position after Black's 21st move



22 B×Bch	K×B
23 Q—R4ch	P—B3

If K—Q1 (K—B1 is answered by P—Q6 with still more effect), 24 P—Q6, Kt×P; 25 R×B, BP×R; 26 R—Q3, R—QB1; 27 P×P, Q—B3; 28 Q—Q1, etc.

24 P×Pch	P×P
25 P×P	Q—B3
26 R—Q1ch	B—Q5
27 P—B4	K—B2
28 P×P	Kt×P

If B×P, 29 Q—R5ch, K—B1; 30 Q—R6ch, K—B2; 31 B—Q6ch!

29 R×B	KR—Q1
30 Q—R5ch	K—B1
31 Q—R6ch	K—B2
32 R—QKt3	KR—QKt1

Nothing else saves a mate.

33 Q—R5ch	K—B1
34 B—Q6	Resigns

M.L. calls this Morphy's last chess victory. But, owing to the discovery of other games played against Maurian in 1869, this statement is doubtful.

GAME CCLXXXVII

New Orleans, 1869

IRREGULAR DEFENCE

White :	Black :
MORPHY	MAURIAN
(Remove White's QKt)	

1 P—K4	P—K4
2 Kt—B3	P—Q4

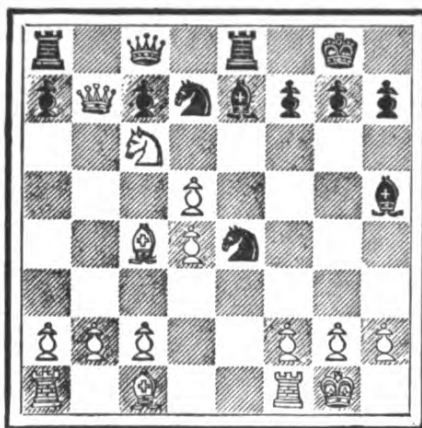
Cp. Games LXV, XC, XCI. At the odds of QKt, however, this counter-gambit is very strong.

3 P×P	P—K5
4 Q—K2	B—K2

Kt—KB3 at once is better.

5 Q×P	Kt—KB3
6 Q—R4ch	B—Q2
7 Q—Kt3	B—KKt5?
8 Kt—K5	Castles
9 B—B4	B—R4
10 P—Q4	R—K1
11 Castles	Kt—K5
12 Q×P	Kt—Q2
13 Kt—B6	Q—B1

Position after Black's 13th move



14 Q × Q

Morphy's rare exchanges of Queens are always noteworthy. Here he gains a great advantage.

- | | |
|-----------|---------|
| | QR × Q |
| 15 B—QR6 | R—Kt1 |
| 16 Kt × R | Kt × Kt |
| 17 B—QKt5 | R—Q1 |
| 18 R—K1 | P—KB4 |
| 19 P—KB3 | B—QKt5 |
| 20 P—B3 | Kt × P |
| 21 P × Kt | KB × P |
| 22 B—KB4 | B × Pch |
| 23 K—R1 | B × R |
| 24 R × B | B—B2 |
| 25 B × P | R × P |
| 26 B—QB4 | Resigns |

Black falls into a clever trap.

GAME CCLXXXVIII*New Orleans, 1869***MUZIO GAMBIT**

- | | |
|----------------------|----------------|
| White : | Black : |
| MORPHY | MAURIAN |
| (Remove White's QKt) | |
| 1 P—K4 | P—K4 |
| 2 P—KB4 | P × P |

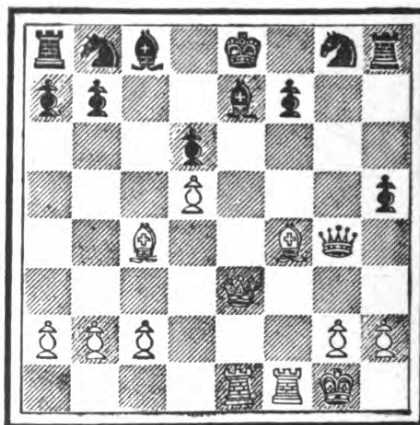
- | | |
|---------|--------|
| 3 Kt—B3 | P—KKt4 |
| 4 B—B4 | P—Kt5 |
| 5 P—Q4 | P × Kt |
| 6 Q × P | P—Q3 ? |

See 1st note on Game CCLX.

- | | |
|-----------|-------|
| 7 Castles | B—K3 |
| 8 P—Q5 | B—B1 |
| 9 B × P | Q—Q2 |
| 10 P—K5 | Q—Kt5 |
| 11 Q—K3 | B—K2 |
| 12 P × P | P × P |
| 13 QR—K1 | P—KR4 |

Useless. K—Q1 is the right move.

Position after Black's 13th move



- | | |
|----------|---------|
| 14 B × P | Q—Q2 |
| 15 B × B | Kt × B |
| 16 B—Kt5 | Resigns |

An excellent example of the un-wisdom of accepting the Muzio when receiving the odds of QKt.

GAME CCLXXXIX*New Orleans, 1869*

KBP OPENING

White : **Black :**
MORPHY **MAURIAN**

(Remove White's QKt)

- | | |
|-----------|---------|
| 1 P—KB4 | P—K3 |
| 2 Kt—B3 | P—KKt3 |
| 3 P—K3 | B—Kt2 |
| 4 B—K2 | Kt—K2 |
| 5 Castles | P—KB4 |
| 6 Q—K1 | P—Kt3 |
| 7 P—Q3 | B—Kt2 |
| 8 P—B3 | QKt—B3 |
| 9 P—K4 | P×P |
| 10 P×P | Castles |
| 11 Q—Kt3 | Q—K1 |
| 12 B—K3 | P—K4 |

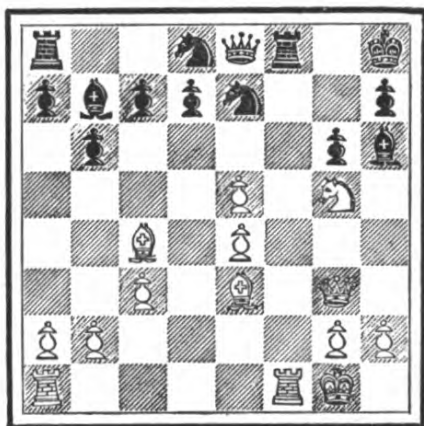
Injudicious. Maurian plays below his form in this game, and his plan of campaign is difficult to divine.

- | | |
|-----------|-------|
| 13 P×P | Kt—Q1 |
| 14 B—B4ch | K—R1 |

Why not now Kt—K3? A total collapse follows the text-move and its successor.

- | | |
|-----------|------|
| 15 Kt—Kt5 | B—R3 |
|-----------|------|

Position after Black's 15th move



- | | |
|-------------------|-------|
| 16 Q—R4 | K—Kt2 |
| 17 Kt—K6ch! | Kt×Kt |
| 18 B×Bch | K—R1 |
| 19 B×Kt, and wins | |

GAME CCXC*New Orleans, 1869*

IRREGULAR OPENING

White : **Black :**
MORPHY **MAURIAN**

(Remove White's QKt)

- | | |
|----------|--|
| 1 P—QKt3 | |
|----------|--|

The only instance of Morphy's use of this as 1st move.

- | | |
|---------|--------|
| | P—K4 |
| 2 B—Kt2 | Kt—QB3 |
| 3 P—K3 | P—Q4 |
| 4 P—Kt3 | P—B4 |
| 5 Kt—R3 | Kt—B3 |
| 6 B—Kt5 | |

A doubtful development of the Bishop after having played P—KKt3.

- | | |
|-----------|---------|
| | B—Q3 |
| 7 P—KB4 | Q—K2 |
| 8 Castles | Castles |
| 9 P—B4 | P—QR3 |

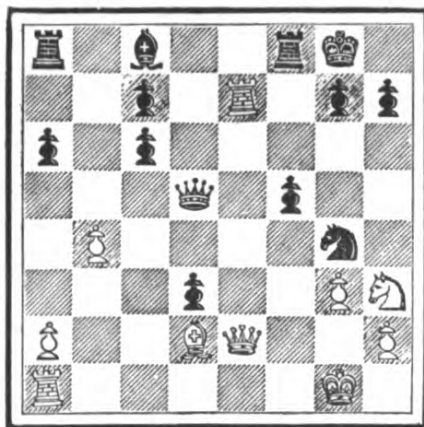
Morphy has played in a venture-some fashion, commencing with move 6. Now Maurian tries to break the coming attack, but does not see so far as his opponent. Probably he thought by his 13th and 15th moves to secure himself. He cannot, however, save the loss of a piece.

- | | |
|---------|-------|
| 10 B×Kt | P×B |
| 11 P×KP | B×P |
| 12 P—Q4 | B—Q3 |
| 13 P—B5 | Q×Pch |

y

14 K—Kt2	B—K2
15 R—K1	Kt—Kt5
16 B—B1	Q—B6
17 B—Q2	Q × QP
18 R × B	Q × P
19 Q—K2	P—Q5
20 P—Kt4	Q—Q4ch
21 K—Kt1	P—Q6

Position after Black's 21st move



22 B—B3 !	R—B2
-----------	------

If P × Q, White mates in 4.

23 R—K8ch	R—B1
24 Q—K7	Q—B2
25 Kt—Kt5	Q × Q
26 R × Q	Kt—B3
27 QR—K1	P—QR4
28 R × BP	R—K1
29 R—Q1	P × P
30 B × Kt	P × B
31 Kt × P	R—K3
32 QR × P	B—R3
33 QR—Q7	B—B5
34 P—QR4 !	

A beautiful move. If instead he had played R—Kt7ch at once, then with 34... K—R1 ; 35 Kt—B8, R—K8ch ; 36 K—B2, R—K7ch ; 37 K—Kt1, R—K8ch, Black would

draw. The White King's moves are forced.

P × Pi.p.

35 R—Kt7ch K—R1

36 Kt—B8, and wins

The *A.C.B.*, 1911, p. 200, says : " Many competent critics pronounce this the best of the 1869 series." Maroczy dates the game 1866.

GAME CCXCI*New Orleans, Sept. 1857***KIESERITZKY GAMBIT****White :**

MAURIAN

Black :

MORPHY

(Remove Black's QKt)

1 P—K4	P—K4
2 P—KB4	P × P
3 Kt—KB3	P—KKt4
4 P—KR4	P—Kt5
5 Kt—K5	Kt—B3
6 B—B4	P—Q4
7 B × P	Kt × B
8 P × Kt	P—B6
9 Castles ?	Q × RP
10 P—Q4	P—B7ch
11 R × P	P—Kt6
12 R—B4	Q—R7ch
13 K—B1	Q—R8ch
14 K—K2	Q × Pch
15 K—Q3	Q—R6
16 Q—K1	B—B4ch
17 K—B4	Castles
18 Q—R5	

If 18 Kt × P, P—Kt7 ; 19 B—K3, R—K1 ; 20 Kt—K5, B—R3 ; 21 R × B, Q × R ; 22 B × B, Q—B8ch, etc. But 18 R—B3 was better (Maroczy).

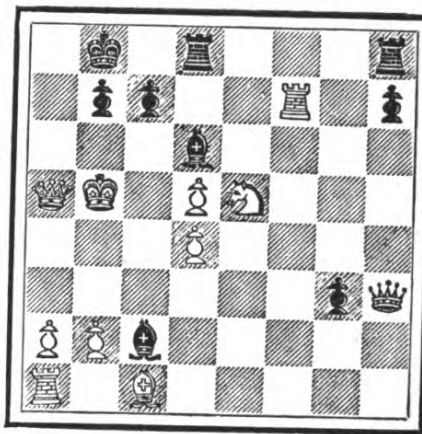
19 Kt—QB3	P—QR3
20 R × P	B × P
21 Kt—Kt5	B—Q3
22 K × P	P × Ktch
23 B—Kt5	K—Kt1

Not 23 Kt—B6ch, P × Ktch ; 24 K × P, because of 24.. Q—B1 !
Nor does White appear to have any other resource at his command.

24 B × R	B × Kt
25 Q—B3	R × B
26 K—B4	R × Pch
27 Q × R	R × Pch
	Q—K3ch

28 Q—Q5 B—Q6ch
White resigns.

Position after Black's 22nd move



SECTION III

ODDS OF ROOK, ETC.

OUT of the 19 known games in which Morphy conceded the odds of Rook, 9 (including one in a note on Game CCXCV) are here given, together with one in which he conceded both Rook and Knight.

GAME CCXCII

New Orleans, 1855

EVANS GAMBIT

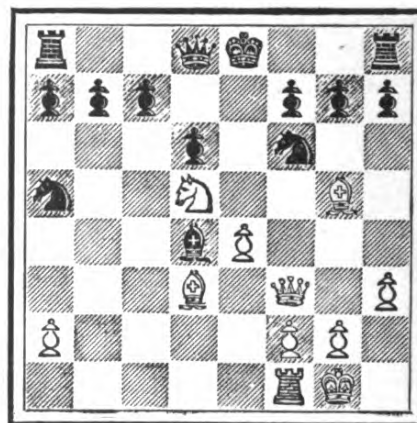
White :	Black :
MORPHY	AMATEUR

(*Remove White's QR*)

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B × P
5 P—B3	B—B4
6 P—Q4	P × P
7 P × P	B—Kt3
8 Castles	P—Q3
9 Kt—B3	Kt—R4
10 B—Q3	B—Kt5
11 B—K3	Q—B3 ?
12 Kt—Q5	Q—Q1
13 P—KR3	B × Kt
14 Q × B	Kt—KB3 ?

15 B—Kt5 B × P

Position after Black's 15th move



16 P—K5 !	B × P
17 R—K1	Castles
18 R × B	P × R
19 Kt × Ktch	P × Kt

If K—R1, 20 Q—R5.

20 B × P, and wins

GAME CCXCIII

New York, 1857

KING'S KNIGHT'S GAMBIT

White : Black :

MORPHY

ALPHONSE
PERRIN*(Remove White's QR)*

- | | |
|----------|--------|
| 1 P—K4 | P—K4 |
| 2 P—KB4 | P×P |
| 3 Kt—KB3 | P—Q4 |
| 4 P×P | Q×P |
| 5 Kt—B3 | Q—K3ch |

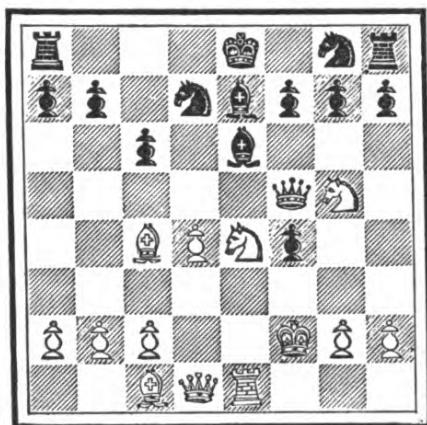
Neither of Black's last two moves was good. 4..B—Q3 is usual. And 5..Q—K3 leads to more waste of time, as White with K—B2 threatens B—Kt5ch and R—K1.

- | | |
|---------|-------|
| 6 K—B2 | Q—KB3 |
| 7 B—B4 | P—B3 |
| 8 Kt—K4 | Q—B4 |
| 9 R—K1 | B—K3 |

Black's first piece, apart from the Queen, comes out on move 9!

- | | |
|------------|-------|
| 10 P—Q4 | B—K2 |
| 11 KKt—Kt5 | Kt—Q2 |

Position after Black's 11th move



- | | |
|-----------|--------|
| 12 Kt×BP! | KKt—B3 |
|-----------|--------|

"In his bewilderment Black selects one of the worst of many bad moves," comments Steinitz. 12.. B×Kt clearly loses the Queen. If 12..K×Kt; 13 B×Bch, Q×B; 14 Kt—Kt5ch, B×Kt; 15 R×Q, K×R; 16 Q—Kt4ch, the position is one which may be won against a Rook class player. But, if Black simply plays 12..Q×Kt(B2), there seems little left for White, e.g. 13 Kt—Q6ch, B×Kt; 14 R×Bch, Kt—K2. Or 14 B×B, Q—B3. Morphy's 12 Kt×BP is an example of his method of playing to puzzle an opponent whom he knows to be much weaker than himself and so obtaining a brilliant finish.

- | | |
|---------------|---------|
| 13 KKt—Q6ch | K—B1 |
| 14 Kt×Q | Kt×Ktch |
| 15 R×Kt | B×Kt |
| 16 Q—R5 | P—KKt3? |
| 17 Q—R6ch | K—K1 |
| 18 R×Bch | K×R |
| 19 Q—Kt7ch | K—Q3 |
| 20 B×Pch | Kt—K4 |
| 21 B×Kt, mate | |

GAME CCXCIV

New York, 1857

EVANS GAMBIT

White : Black :

MORPHY

AMATEUR

(Remove White's QR)

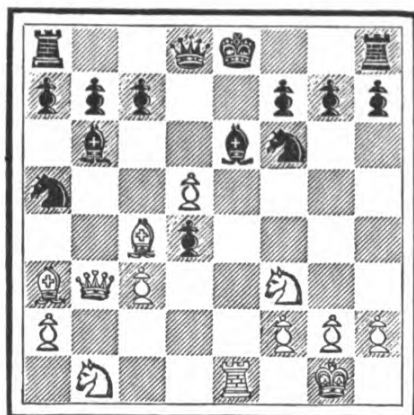
- | | |
|----------|--------|
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—B4 | B—B4 |
| 4 P—QKt4 | B×P |
| 5 P—B3 | B—R4 |
| 6 P—Q4 | P×P |

7 Castles Kt—B3
8 B—R3 B—Kt3

Quite wrong in this position. P—Q3 is compulsory.

9 Q—Kt3 P—Q4
10 KP×P Kt—QR4
11 R—K1ch B—K3

Position after Black's 11th move



12 P×B Kt×Q
13 P×Pdbl.ch K—Q2
14 B—K6ch K—B3
15 Kt—K5ch K—Kt4
16 B—B4ch K—R4
17 B—Kt4ch K—R5
18 P×Kt, mate

GAME CCXCV

New Orleans, 1858

BISHOP'S GAMBIT

White : MORPHY
Black : MAURIAN

(Remove White's QR)

1 P—K4 P—K4
2 P—KB4 P×P
3 B—B4 Q—R5ch
4 K—B1 P—QKt4

The "Wing (Counter) Gambit," brought into notice by Kieseritzky. Another game between the same players, at the same odds, continued after these 4 opening moves : 5 B—Q5, Kt—QB3 ; 6 Kt—KB3, Q—R4 ; 7 P—Q4, Kt—B3 ; 8 B—Kt3, B—R3 ; 9 Q—K2, QKt×P! ; 10 Kt×Kt, P—Kt5 ; 11 Q×B? ?, whereupon Black mated in 2. This game, which is supposed to have been played in 1855, is a curiosity, as being the shortest game on record lost by Morphy.

5 B—Kt3 Kt—KB3
6 Kt—KB3 Q—R3
7 Kt—K5 P—Q4
8 Kt—QB3 B—Q3
9 P—Q4 Kt×P

Unwisely venturing on a very involved line of play.

10 Kt×Kt B×Kt
11 KB×P P—QB3
12 P×B P×B
13 Kt—Q6ch K—Q2
14 Q×P K—B2

Q—K3 is best. Now White gets time for a very important move.

15 P—B4 !

How much better this is than Q×R at once is clear, for after that might follow 15..Kt—B3 ; 16 P—B4, Kt×P.

16 Q×R Q—K3
17 P×P Kt—B3
18 Q×Ktch Q×Q
19 P×Q K×P
20 B×P R—Q1
21 K—B2 B—K3
22 R—B1ch K—Kt3
23 B—K3ch K—R3

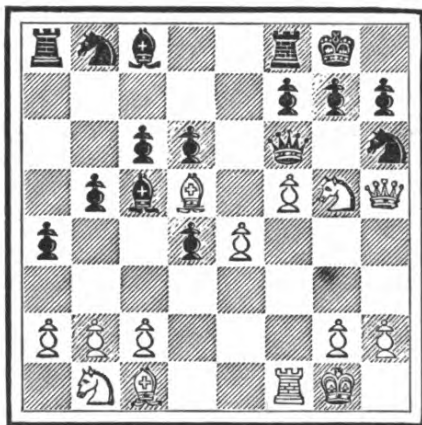
White mates in 3 with R—B6, B—Q2, and R—R6.

GAME CCXCVI*New Orleans, 1858***BISHOP'S OPENING**

White : **Black :**
MORPHY **AMATEUR**
 (*Remove White's QR*)

- | | |
|-----------|---------|
| 1 P—K4 | P—K4 |
| 2 B—B4 | B—B4 |
| 3 P—Q4 | P × P |
| 4 Kt—KB3 | P—QKt4 |
| 5 B—Kt3 | P—Q3 |
| 6 Kt—Kt5 | Kt—KR3 |
| 7 Castles | Castles |
| 8 P—KB4 | P—R4 |
| 9 P—B5 | Q—B3 |
| 10 Q—R5 | P—R5 |
| 11 B—Q5 | P—B3 |

Position after Black's 11th move



- | | |
|------------|--------|
| 12 Kt × RP | K × Kt |
| 13 B—Kt5 | Q—K4 |
| 14 Kt—Q2 | P × B |
| 15 Kt—B3 | Q—K1 |

If Q × KP ; 16 B × Kt, Q × KBP ;
 17 Kt—Kt5ch, K—Kt1 ; 18 R × Q,
 B × R, White has scanty prospects.
 But Morphy no doubt took into
 consideration the unwillingness of

most odds-receivers to lose their
 Queen.

- | | |
|-------------------|------------|
| 16 P—B6 | B—KKt5 |
| 17 Q—R4 | B × Kt |
| 18 P × KtP | P—Q6dis.ch |
| 19 K—R1 | B × Pch |
| 20 K × B | K × P |
| 21 B × Ktch | K—R2 |
| 22 B × Rdis.ch | K—Kt1 |
| 23 B—K7 ! | Kt—B3 |
| 24 Q—Kt5ch | K—R2 |
| 25 R—B4, and wins | |

The loser of this game was also the
 player of Black in the next game.

GAME CCXCVII*New Orleans, 1858***TWO KNIGHTS' DEFENCE**

White : **Black :**
MORPHY **AMATEUR**
 (*Remove White's QR*)

- | | |
|-----------|--------|
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—B4 | Kt—B3 |
| 4 Kt—Kt5 | P—Q4 |
| 5 P × P | Kt × P |
| 6 Kt × BP | K × Kt |
| 7 Q—B3ch | K—K3 |
| 8 Kt—B3 | Kt—Q5 |

Kt—K2 or Kt5 is the usual move
 in this Fegatello variation. The
 text-move has point, if followed up
 properly.

- | | |
|------------|--------|
| 9 B × Ktch | K—Q3 |
| 10 Q—B7 | B—K3 ? |

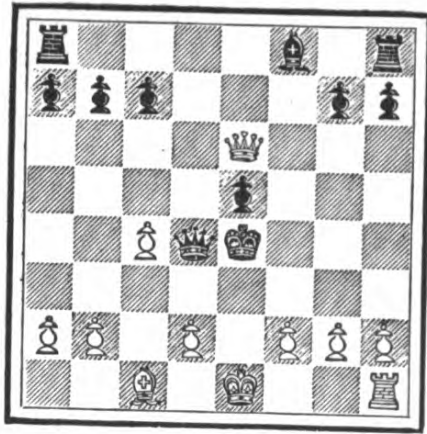
White threatens Kt—K4 mate ;
 but that could be stopped by 10..
 Q—K2.

- | | |
|------------|--------|
| 11 B × B | Kt × B |
| 12 Kt—K4ch | K—Q4 |

MORPHY'S GAMES OF CHESS

13 P—B4ch K×Kt
14 Q×Kt Q—Q5

Position after Black's 14th move



Now comes an extraordinary finish.

15 Q—Kt4ch K—Q6
16 Q—K2ch K—B7
17 P—Q3dis.ch K×B
18 Castles, mate

GAME CCXCVIII

New York, 1859

MUZIO GAMBIT

White : Black :
MORPHY KNOTT *

(Remove White's QR)

1 P—K4	P—K4
2 P—KB4	P×P
3 Kt—KB3	P—KKt4
4 B—B4	P—Kt5
5 P—Q4	P×Kt
6 Castles	P—Q4
7 KB×P	B—KKt5
8 Q—Q3	P×P

* Hubert Knott, one of the competitors in the First American Chess Congress.

Dangerous, but played perhaps to tempt 8 R×P, when White's Rook is exposed to attack by Bishop at R3.

9 R—B2	P—QB3
10 B×Pch	K×B
11 B×P	Kt—B3
12 P—K5	QKt—Q2
13 Kt—B3	B—Kt2
14 Kt—K4	P—KR3

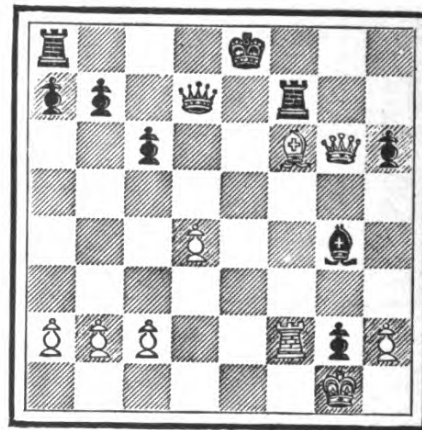
Kt×Kt is much better. If then 15 Q×Kt, K—Kt1. And if 15 B—Kt5dis.ch, Kt×R; 16 Q—Kt3ch, B—K3; 17 Q—B3ch, Kt—B3.

15 P×Kt	Kt×P
16 B—K5	R—KB1
17 Kt×Kt	B×Kt
18 B×B	Q—Q2
19 Q—R7ch	K—K1

Best. If K—K3, 20 Q—K4ch, K—B2; 21 B—K5dis.ch, Black is at once lost.

20 Q—Kt6ch R—B2

Position after Black's 20th move



21 B—Kt5! B—B6

No worse than any other move. If P×B, e.g. 22 Q—Kt8ch, K—K2; 23 R×Rch, K—K3; 24 Q—Kt6ch, etc.

22 R × B Q × Pch
 23 R—K3ch K—B1
 24 B × Pch R—Kt2
 25 B × Rch Q × B
 26 Q—Q6ch K—Kt1
 27 R—KKt3, and wins

GAME CCXCIX

New York, 1859

KING'S GAMBIT DECLINED

White : **Black :**
 MORPHY NAPOLEON *

(Remove White's QR)

1 P—K4 P—K4
 2 P—KB4 B—B4
 3 Kt—KB3 Kt—QB3
 4 P—QKt4

A speculation which succeeds, as far as gain of time is concerned.

5 P—Kt5 B—Kt3
 6 Kt × Kt Kt—Q5
 7 P—B3 B × Kt
 8 B—B4 B—Kt3
 9 P—Q4 Q—K2
 10 Castles P—Q3
 11 B × B B—K3
 12 P—B5 Q × B
 13 Q—Q3 Q—Q2
 14 K—R1 P—QB3
 15 B—Kt5 Kt—B3
 16 Kt—Q2 B—Q1
 17 B—R4 P—KR3
 18 B—Kt3 Kt—R2
 19 KtP × P B—B3
 20 Kt—B4 KtP × P
 21 P—KR3 Q—B2
 Kt—B1

* Arthur Napoleon de Santos, American pianist.

An error leading to sudden and unexpected collapse.

22 P × P B × P
 23 B × B P × B
 24 P—B6 R—Q1

Black's best resource is 24..Kt—K3; 25 P × P, Kt × P; 26 Kt—Q6ch, K—B1, giving up Q for R and Kt.

25 P × P R—KKt1
 26 P × Kt(Q)ch KR × Q
 27 Q—K3 R—KR1
 28 Q—B5 R—KB1
 29 R—B6 Q—K2
 30 Q × Pch Q—Q2
 31 Kt—Q6ch K—K2
 32 Kt—B5ch K—K1
 33 Q—B5 Q—Q8ch
 34 K—R2 R—Q2

White mates in 3.

A neat finish to a game of rather unusual character at the odds of Rook.

GAME CCC

New Orleans, 1856

KING'S KNIGHT'S GAMBIT

White : **Black :**
 MORPHY T. KNIGHT

(Remove White's QR and QKt)

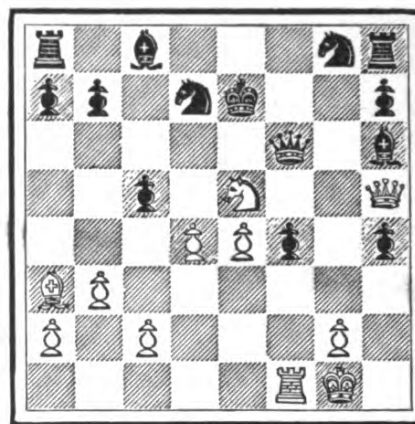
1 P—K4 P—K4
 2 P—KB4 P × P
 3 Kt—B3 P—KKt4
 4 B—B4 Q—K2
 5 P—Q4 P—Q4
 6 KB × P P—QB3
 7 B × Pch Q × B
 8 Kt—K5 Q—B3

- | | |
|-------------------|-------|
| 9 Q—R5 <i>ch</i> | K—K2 |
| 10 P—KR4 | P × P |
| 11 Castles | B—R3 |
| 12 P—QKt3 | Kt—Q2 |
| 13 B—R3 <i>ch</i> | P—B4 |
| 14 R—Q1 | |

A far-seeing move, which gives the game its interest.

- | | |
|--------------------|---------|
| | Kt × Kt |
| 15 B × P <i>ch</i> | K—K3 |
| 16 Q—K8 <i>ch</i> | Kt—K2 |
| 17 P—Q5, mate | |

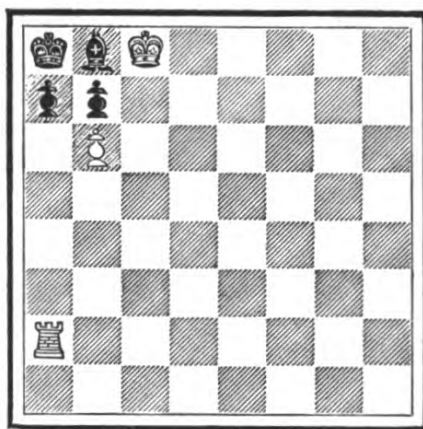
Position after Black's 13th move



APPENDIX

MORPHY'S ALLEGED PROBLEM

MORPHY is commonly credited with the composition of at least one problem. (Another, which was attributed to him in the *Nuova Rivista degli Scacchi*, July–August 1884, was afterwards traced to the late Eugene B. Cook, of Hoboken, being the well-known “Circus” fantasy.) It is as follows :



White to play and mate in 2

Mr. A. C. White says of the above, in *The White Rook*, that he cannot trace it further back than 1888, when H. Lehner, editor of the *Lesehalle*, referred to it as the only problem composed by Morphy. Mr. White adds : “ Seeing the wonderfully subtle mates which Morphy was able to announce in his actual games, the production, if genuine, is also disappointing.”

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7 Castles, P—Q3 ; 8
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